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COMPO!

NICK FALDO'S CHAMPIONSHIP GOLF - THE COMPO! P.31

POWERPACK'D

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CAULDRON 2 FULL GAME
SUBTERRANEA FULL GAME
SNARE DEMO
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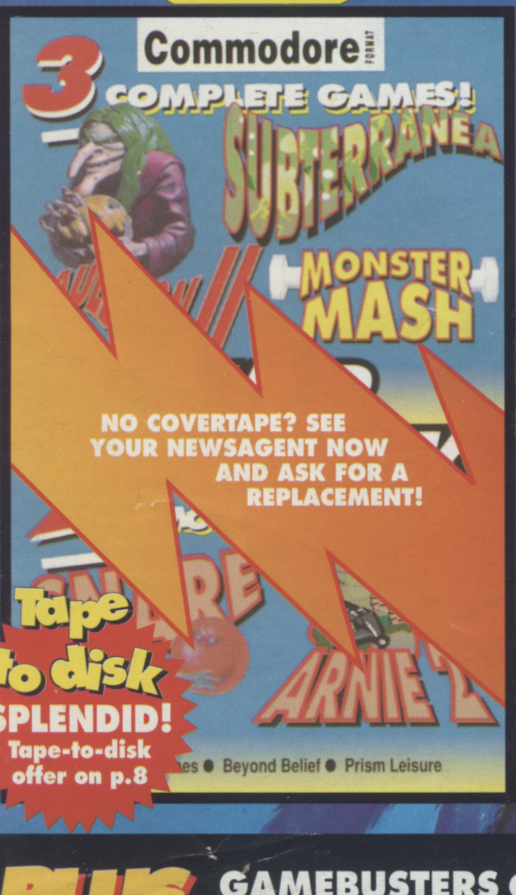
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3 COMPLETE GAMES!
SUBTERRANEA
MONSTER MASH
SNARE
ARNIE 2
...es ● Beyond Belief ● Prism Leisure

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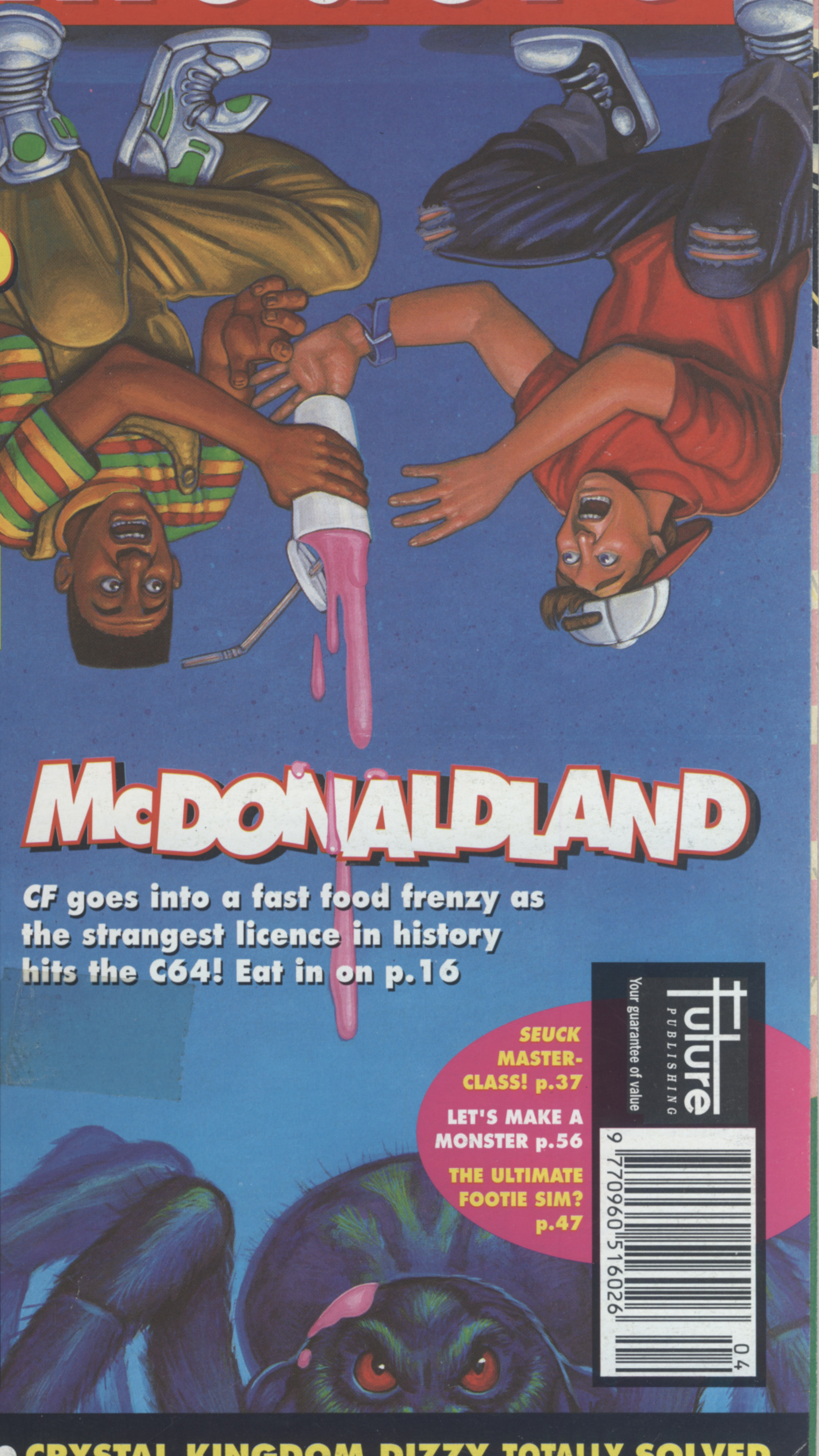
Tape to disk SPLENDID!
Tape-to-disk offer on p.8



McDONALDLAND

CF goes into a fast food frenzy as the strangest licence in history hits the C64! Eat in on p.16

SEUCK MASTER-CLASS! p.37

LET'S MAKE A MONSTER p.56

THE ULTIMATE FOOTIE SIM? p.47

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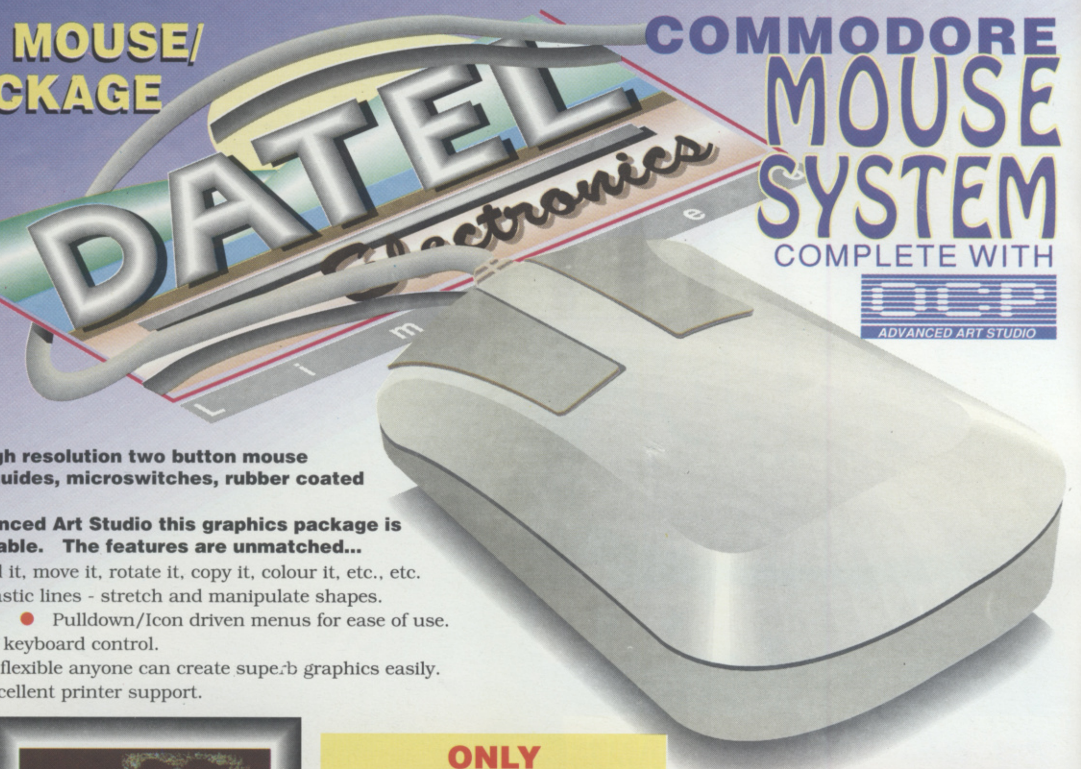

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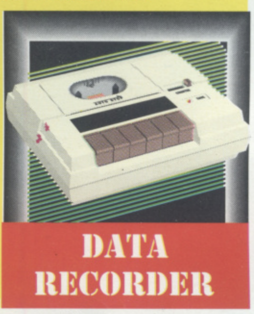

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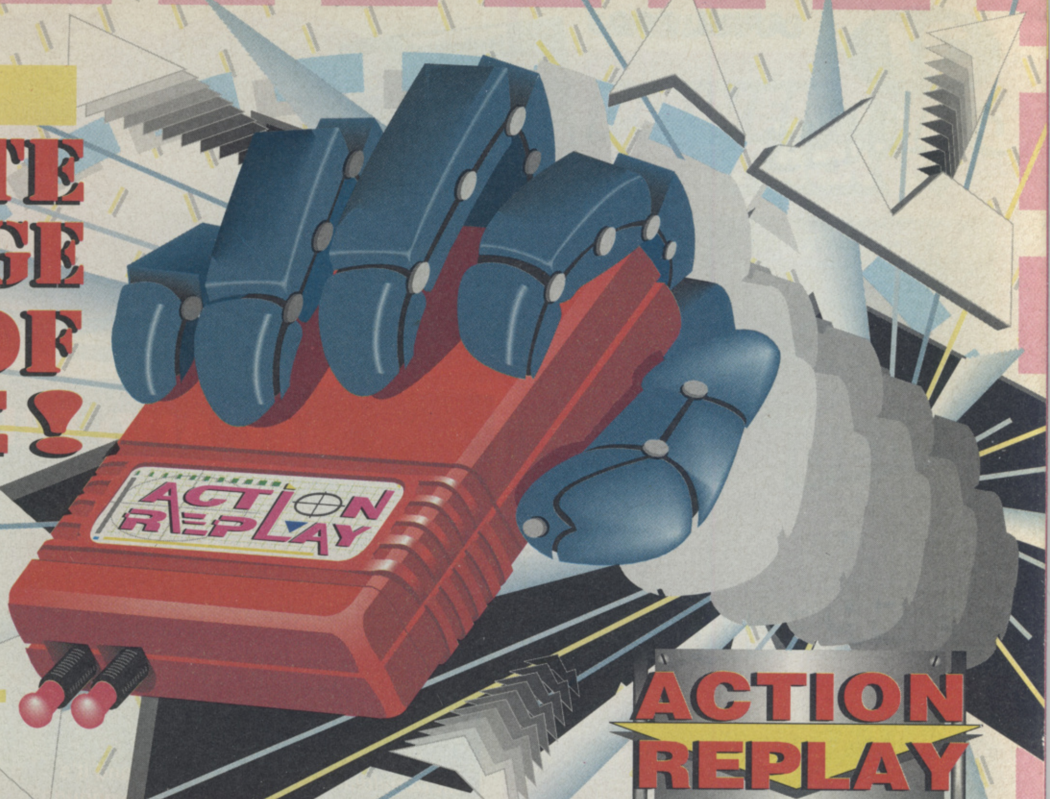

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30 FACE TO FACE
Kelly Sumner, Commodore UK's head man, comes clean about Comic Relief, the C64 and even the C65! The revelations are on p.30

33 McFAX
A Do It Yourself McDonald's kit! Burger recipes and some seriously silly info on one the world's biggest mega-corps.

37 THE SECRETS OF SEUCKCESS
More essential info for all fans of the S*hoot-'Em-Up-Construction Kit*. Jon Wells spills some serious *SEUCK* secrets on p.37.

47 THE ULTIMATE FOOTBALL MANAGEMENT SIM?
We've been subject to a massive wave of new management sims, but none have made the classic grade. We look to see what makes a 'Three Shredded Wheat'er™ ' of a sim.

56 LET'S MAKE A MONSTER
Apex have got enemies you know! Well they have now, because they've spent all month programming them. See how *Mayhem in Monsterland* with new 'improved' foes is developing on p.56.

REGULARS

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Take control of those Power Pack games!

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Zeppelin release EVERYTHING (almost)!

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Order your mail by post (or something)?

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CF delivered to your door!

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What MAY happen soon?

* Delete as applicable

BIG MAC AND FRIES TO GO

Stuffed! Yes we have been! With *McDonaldland* on the cover the whole office has been been a little side-tracked this month by thoughts of food (not that Dave usually needs any excuse). Had the game been dire it would have been easy for us all to hit the diet trail, but unfortunately – for our waistlines – it's rather spiffy.

The fact remains, though, that *McDonaldland* is a weird licence, and it's good to see that Virgin were brave enough to publish it. Let's hope their faith in both the game and the C64 is rewarded.

Another release that demands to be noticed is *ARNIE 2*. Last year the original *Arnie* stormed to the top of the charts, building popularity through word of mouth, a demo and a few good reviews. For some reason everybody loved the game and the character. And everybody was demanding a sequel. For a while Zeppelin resisted, but now it seems that this was just while they cooked up something a little special for *ARNIE 2*.

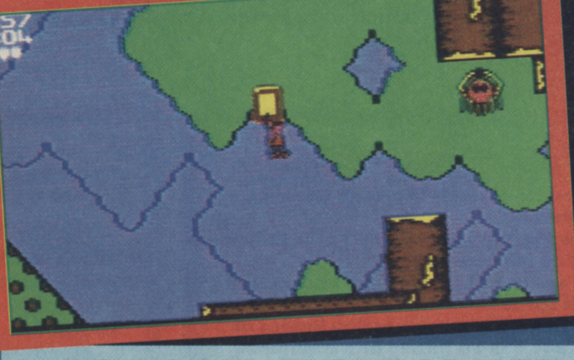
As with *ARNIE 1*, we've got a storming demo for you. Will this second mission be as successful as the first? You're the ones who will decide that, so load it up and see if you think *ARNIE* can join the ranks of classic C64 heroes!

DON'T BE AN APRIL FOOL! CHECK OUT

POWERTEST

16 McDONALDLAND

Virgin Games
The game of the meal hits the C64. Is fast food as much fun as the ads make out or is it all indigestion and cardboard wrapping? Get a taster on p.16.



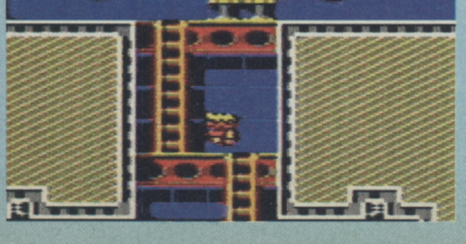
58 TABLE TENNIS
ZEPPELIN
Pong started all this computer game nonsense way back when. Will you want to end it all after this game?

60 SUPER SPORTS CHALLENGE
CODEMASTERS
Five sports sims (one of which is the brilliant *Slicks*) for £13. Is this the sporting barg' of a lunchtime?

62 4MOST SUPER SPORTS
ALTERNATIVE
This is odd! A weird mix of weird games: basketball, cricket, motor racing and a Kentucky Derby thing! Is variety the spice of life?

50 ROGER FRAMES REVIEWS BUDGET GAMES

This month international champion tight-wad Roger Frames gets his gameplaying paws on six of the very best budgets around: *Flimbo's Quest, Rick Dangerous 2, Midnight Residence, F-15 Strike Eagle, Space Gun* and *Super Space Invaders*. Two are Corkers, one's a Croaker, but which ones?



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2 DEMOS!
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ARNIE 2

10 ZEPPELIN PREVIEWS SPECIAL

Zeppelin are ready to unveil their 1993 C64 Spring Collection (*Wahay, mun, you're makin' us saund lik a bunch of gills' blaazes – Stereotypical Southerner's idea of a Geordie*). With a potential *Street Fighter* beater, a pair of sports titles and a certain Mr *A R Nie* they've a lot to show off. Check out the cat walk on p.10.

37 THE SECRET OF SEUCKCESS

PART 2

This month Jon Wells pitches in with more hints, tips and tricks to help you get the most out of *Shoot-'Em-Up Construction Kit*. If you're a budding game builder turn to p.37 now. It could change the way you write your games forever!

56 LET'S MAKE A MONSTER

PART 6

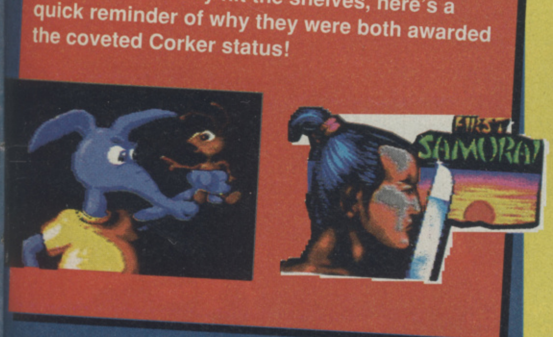
It wouldn't be much of a Monsterland if there weren't any monsters, so this month John and Steve (or is it Steve and John?) are sticking the little horrors into their platform epic. The monstrous details of how they did are on p.56.

OUT WHAT'S BEEN..

TED!

65 RE-MASTERS

Sometimes fate intervenes and stops good games from getting to you. *Nobby the Aardvark* just got delayed while *First Samurai* fell victim to the collapse of Mirrorsoft. But now that both games have finally hit the shelves, here's a quick reminder of why they were both awarded the coveted Corker status!



63 TAG TEAM WRESTLING

ZEPPELIN

Will people never tire of wrestling games? Do the Tag Team offer any new moves? Is the result fixed (probably)?

58 SNARE

BEYOND BELIEF

Your a something-or-other. You wander around levels collecting crystals and you try not to die horribly. You know the score (or you will if you turn to p.58).

30 FACE TO FACE

...With Kelly Sumner, head of Commodore UK. He's agreed to go before our readers' panel and explain what goes on behind the doors of Commodore. Want to know about the C64? Want to know

31 'NICK' FALDO'S CLUBS!

Win a rather wonderful set of Mizuno golf clubs in our rather nifty *Nick Faldo Championship Golf* Competition. The game was a bit of a Corker and we reckon the prize is, too! Tee off on p.31.

31 tape to disk

If you've got a disk drive, then take advantage of our smart tape-to-disk offer. Check it out on p.8.

POWER PACK 31

The one-man army returns in *ARNIE 2.*

DEMO

ARNIE 2

Zeppelin

He said he'd be back – and he is! *ARNIE* returns to the C64 in an even bigger, better and beefier game than the original! Load the demo of the year, of the budget game of the year! Your C64 deserves it!

- Instructions on p.7.

CAULDRON 2

FULL GAME

Prism Leisure

Pumpkin-head returns for his second outing in a castle filled with horror clichés. Slickly presented, this is a wickedly tough challenge that'll simultaneously have you spitting venom and having, 'just one more go'.

- Instructions on p.8.

SUBTERRANEA

FULL GAME

Prism Leisure

With a single vicious twist *Subterranea* manages to turn a shoot-'em-up into a deadly game of dodgems! Are you one of the quick or the dead? There's only one way to find out! Load *Subterranea* now!

- Instructions on p.6.

See how *SEUCK* should be done in *Monster Mash.*

MONSTER MASH

FULL GAME

Jon Wells

SEUCK masterclass time! On paper (p.37) Jon Wells tells us how he did it. In *Monster Mash* he shows us what he actually did. It's a prehistoric burn-'em-up that's hut-fryingly fun. One day all *SEUCK* games will be made this way – probably!

- Instructions on p.8.

SNARE

DEMO

Beyond Belief

A puzzly sort of arcade sort of gem collecting sort of game. It looks like it should be easy but it all ends in nail-biting frustration. Will you escape its *Snare*? (*That's dreadful – Ed.*)

- Instructions on p.8.

QUICK START

DEMOS

ARNIE 2

Blast everything in sight, except the hostages – you should rescue them.
Side one, tape count 000
Joystick port two

- UP – Move up the screen.
- DOWN – Move down the screen.
- LEFT – Move to the left.
- RIGHT – Move to the right.
- FIRE – UZI 9 mm. Blam, blam, blam.

SNARE

Explode the bombs, stop the growing green gunge and collect all the crystals.
Side one, tape count 065
Joystick port one or keyboard

- UP – Move up.
- DOWN – Move down.
- LEFT – Move left.
- RIGHT – Move right.
- FIRE WHILE PUSHING AN OBJECT – Activate or pick up that object

FULL GAMES

MONSTER MASH

You're a particularly angry fire-breathing dinosaur. So what do you do? Incinerate anything you find that resembles life..
Side one, Tape count 090
Joystick port one

- UP – Move up.
- DOWN – Move down.
- LEFT – Move left.
- RIGHT – Move right.
- FIRE – Toaster breath activated.

SUBTERRANEA

Horizontally scrolling shoot-'em-up. Hit the switches to unlock gateways
Side two tape count 000
Joystick port two

- UP – Move up.
- DOWN – Move down.
- LEFT – Accelerate.
- RIGHT – Brake.
- FIRE – Kills the nasties and switches the, er, switches.

CAULDRON 2

Arcade adventure in which you play a bouncing pumpkin, of course.
Side two, tape count 065
Joystick port two

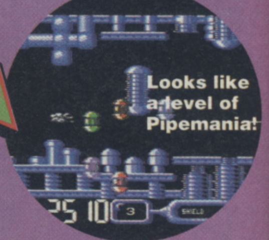
- UP – Bounce higher.
- LEFT – Bounce to the left.
- RIGHT – Bounce to the right.
- FIRE – Fire in the direction you're tugging the joystick.

POWER PACK 31

The thirty-first Power Pack, eh? And you know what they say about thirty-first Power Packs, don't you? No? Er, well, check out the next four pages, then, and you'll find out...

SUBTERRANEA

FULL GAME

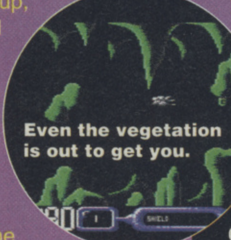


Looks like a level of Pipemania!

Joystick in Port 2
Prism Leisure

Speleology this is not. There are caves, yes. And you have to find your way through them, yes. But wet, cold and claustrophobic it ain't. *Subterranea* sets you the task of flying through 16 different cavern networks. Why? Because they're there! Can it be done? Yes, but only just!

Subterranea is more of an avoid-'em-up than a true shoot-'em-up, because it's the caves that kill and not the aliens. Sure, the nasties hover around as tempting points fodder, but the trick with this game is to stay one step ahead of the scroll. That way, when you get to a gate or a series of destructible blocks, you've time to work out a route past both the baddies and the blockage.



Even the vegetation is out to get you.

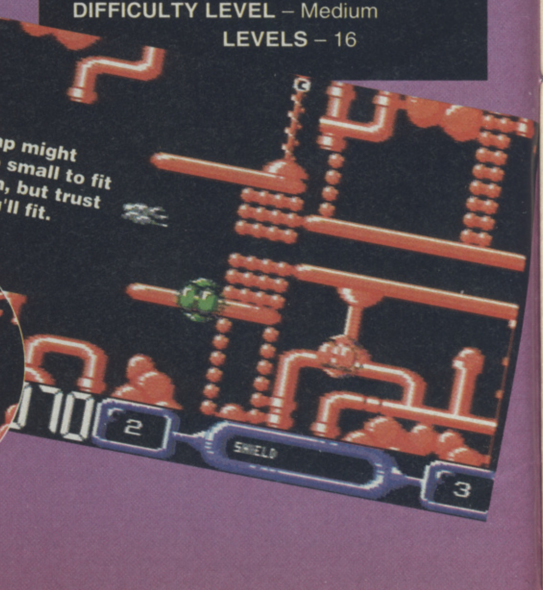
The scrolly part of each level is a test of both dodging and shooting skills. The enemies have to be 'dusted' and the ever-tightening walls avoided. Locks have to be located and lasered, if gates are to be opened before you smear your shiny new ship all over them. And such precision shooting is tricky under pressure. But you can handle that, can't you?

The second stage of each subterranean section features a guardian, who attacks in a totally mad manner. As the screen 'fades in' you appear on the left and a TMB clone on the right. Somewhere around this guy you'll spot three small spots of white. These are what you must kill to claim your bonus life. This task would be easy except for one slight problem; these 'soft spots' are surrounded by a shield of protective spheres that grows like crazed bacteria. Shooting the spheres only hinders the shield's relentless growth. The only way you can turn the tide and earn an extra life is by blasting a clear path all the way through to the soft spots, but you need to be quick because any gaps rapidly close up.

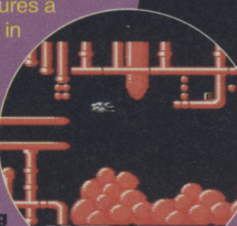
Why everything's set underground, why you have to take a high-powered star fighter down there and quite what the aliens have done to deserve instant death isn't important right now – is it ever? Once you've got a feel for the twisty-turner gameplay, you'll be hooked.

VITAL STATISTIX

ORIGINAL RELEASE DATE – June 88
ORIGINAL LABEL – Hewson/Rack-It
AUTHOR – Hugh Binns
MUSIC – Jon Dunn
GAME STYLE – Single-player shoot-'em-up
DIFFICULTY LEVEL – Medium
LEVELS – 16



The gap might look to small to fit through, but trust me, you'll fit.



I'm forever blowing bubbles, lethal bubbles on the ground.

DEMO
ARNIE 2

Joystick Port Two

It's a *Commodore Format* exclusive – a demo so awesome, so mighty, so spectacular it could put on a pink tutu and still look hard. On this month's Power Pack we bring you none other than the first stonking level of the sequel to the chart-topping *ARNIE* from Zeppelin.

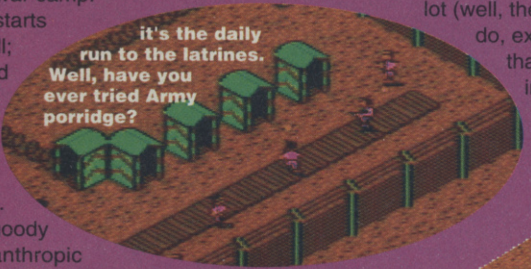
Like the best Hollywood blockbuster sequels it's pretty much more of the same only bigger and better: you've been captured by enemy forces, you've been tortured, endured pain beyond all belief, but you would not give in. You let none of your forces' secrets go, and now, as any good soldier knows, it is your duty to escape from the prisoner of war camp.

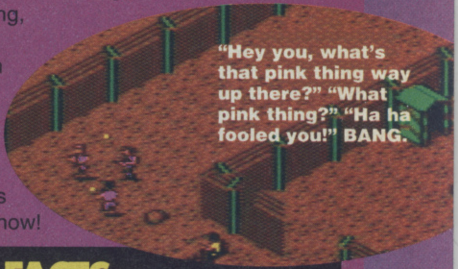
The action starts outside your cell; you've managed to escape from the building but now you have to get out of the camp. But, being the goody two-shoes philanthropic type that you are, you can't just blast your way out and leave all the other prisoners to some hideous fate worse than listening to the latest Dannii Minogue single. It's your duty to release them as you make your break for freedom (and don't ask us how you got hold of your gun – use your imagination!)

Move around the smoothly-scrolling screen with the joystick. Fire at will, but avoid shooting your own kind (they don't take kindly to it). Occasionally you'll shoot someone and they'll leave their weapon behind; if this happens, pick it up the weapon by walking over it, 'cos it'll give you superior fire-power.

Hostages are tied to sticks and writhe a lot (well, there's not a lot else to do, except not writhe, and that's not very interesting). Luckily, you were a whiz in the boy scouts and the knots just seem to give up the ghost in despair whenever you get near. Freeing a fellow intern boosts your points score as well as your ego. So does killing the enemy prison officers.

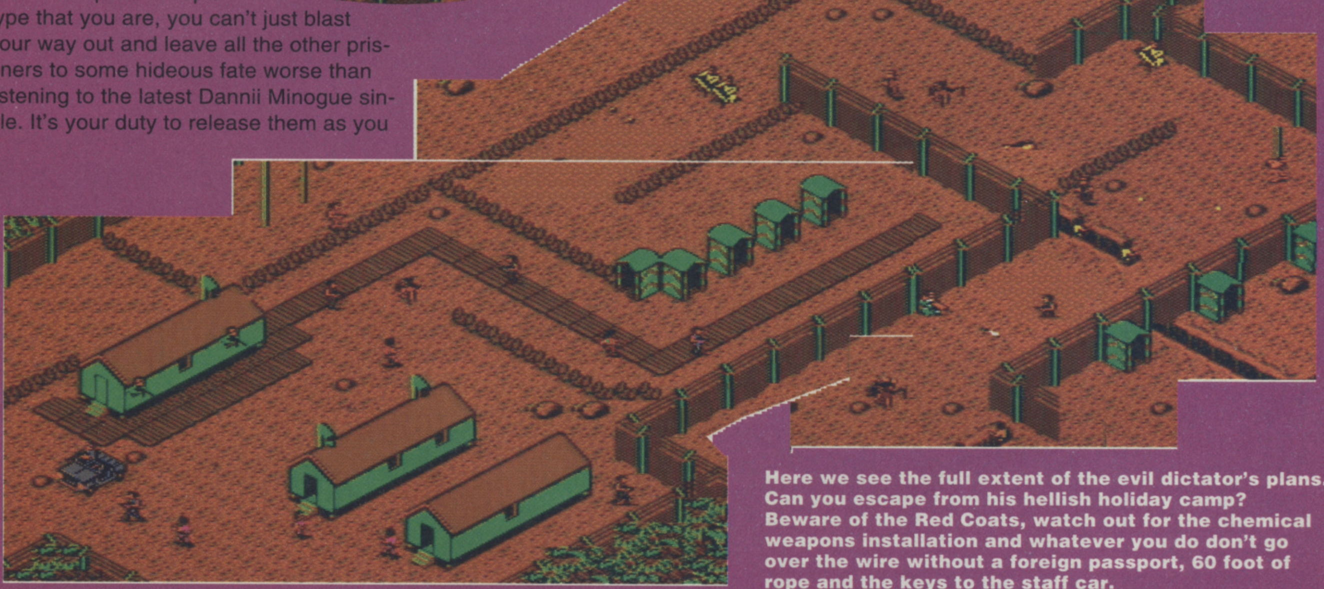
So run around a bit, kill people, save people, escape from the prison camp and then wait in nail-biting, hair-pulling, banana-sandwich eating anticipation for the full game. It's not long now!


it's the daily run to the latrines. Well, have you ever tried Army porridge?


"Hey you, what's that pink thing way up there?" "What pink thing?" "Ha ha fooled you!" BANG.

THE FACTS ON THE FULL GAME

GAME	*ARNIE 2*
PUBLISHER	Zeppelin
PRICE	£3.99
RELEASE	April
CONTACT	091 385 7755


Here we see the full extent of the evil dictator's plans. Can you escape from his hellish holiday camp? Beware of the Red Coats, watch out for the chemical weapons installation and whatever you do don't go over the wire without a foreign passport, 60 foot of rope and the keys to the staff car.

Tape to disk

Disk drives are dead good, aren't they? None of that dull old waiting around for tapes to load while your screen flickers like a 'hypnotising' sequence from a camp 60s spy series. So if you've got a disk drive put it to good use by ordering the DISK version of Power Pack 31. Simply cut out the coupon from the inside of the tape inlay card. Write your name and address on a piece of paper and send it with a cheque (payable to Ablex Audio Video) or Postal Order for £1.50 (which covers the cost of duplication, postage and packaging) to:

*CF*31 Tape To Disk, Ablex Audio Video Ltd, Harcourt,
Halesfield 14, Telford, Shropshire TF7 4QD.

You know it makes more sense than the last episode of *Twin Peaks*.

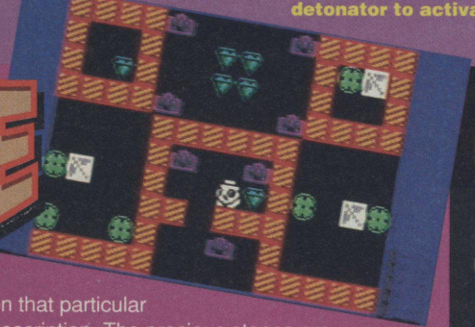
NO LOAD ZONE!

SIDE 2
CF
POWERPACK
tape

If your tape isn't loading perhaps it's your tape heads. Try loading a few games that you know work then adjusting the head alignment screw on your datassette. Still no good? Okay, it's probably the tape itself, then, in which case just pop it into a padded envelope along with an SAE, seal it up and send it to:

*CF*31 Tape Replacement,
Ablex Audio Video Ltd,
Telford, Shropshire TF7 4QD.

Please don't send the dead tape to us here at *CF*. We don't have new tapes to send out, so it won't do you any good.



Six gems to collect, but which detonator to activate?

SNARE

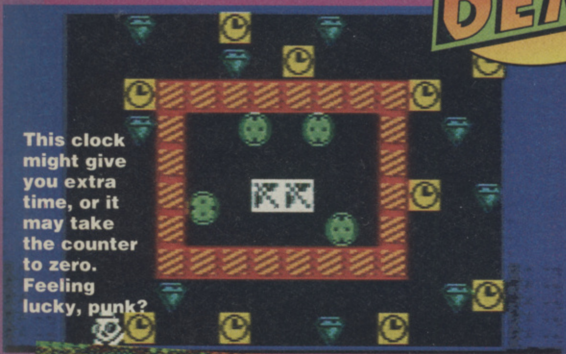
Joystick Port One/Keyboard.

The name *Snare* conjures up images of small furry mammals squished in traps or cinema serial killers prowling their victims. So why on earth it's the name of this cutish puzzle game I really don't know (*well they couldn't really have called it Barry could they! – Ed*).

The aim of the game is to collect all the gems on each level. You control what can only be described can only be described as a blobby white thing, but we won't 'cos Seymour has already got the copyright on that particular description. The precious stones are protected by walls, green gungy things and more traps than you'd find in a mouse-infested cheese factory. There are loads of objects dotted about the place as well which you activate by standing next to them and pressing Fire. Some help, some hinder and some might do either – there's no way of telling which until you've tried. But they stay the same each time you play a level so if you get your fingers (or whatever it is your whatever-it-is has got) burnt once, there's no excuse for getting them singed again.

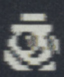
DEMO

If you haven't got a joystick here are the keys you need: Q will move the little chap up, A will move him down, O and P take him left and right respectively, and hitting the space bar activates or collects whatever you're pushing against. There's a selection of five levels on the demo from the 30 in the full game to work through. So do just that then check out page 65 to see what we reckon to the real thing.

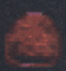


This clock might give you extra time, or it may take the counter to zero. Feeling lucky, punk?

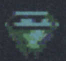
IT'S FUNNY WHAT YOU FIND JUST LYING ABOUT



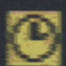
That's you, that is – whatever you are.



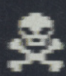
Absorb this for extra points on your score.



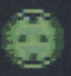
The aim of the game is to collect these gems.



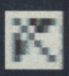
Alter the time left by picking up a clock.



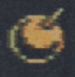
Activate this and it'll turn into a bomb.



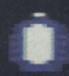
Don't touch it, whatever you do. It's deadly.



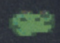
We'll let you find out what this is yourself.



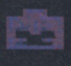
It may look like an apple but it's a bomb.



Transport yourself to the greener other side.



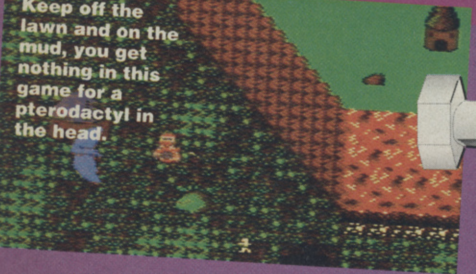
Not lethal but they are intensely annoying.



Activate this to detonate dynamite in the walls.

FACTS ON THE FULL GAME

GAME	Snare
PUBLISHER	Beyond Belief
PRICE	£3.99
RELEASE	April
CONTACT	0933 680173



Keep off the lawn and on the mud, you get nothing in this game for a pterodactyl in the head.

MONSTER MASH

Joystick in Port 1

Proof positive – *SEUCK* games don't all have to be about spaceships making guacamole out of little green men. With *Monster Mash* Jon Wells, writer of our *SEUCK* feature this month (see page 37), has produced an example of what can be done if you think laterally.

You play the cutest dinosaur this side of a Jim Henson workshop, wandering around a green and pleasant land, frying it to a luvverly shade of burnt brown with your breath (*I'm warning you – this is officially a halitosis joke-free zone! – Ed*). The only bits of the screen you can step on are the dark-green speckledy bits. Any other bits of land, water or hot, flowing lava are impassable.

Your enemies are everywhere and there are loads of them; cavemen (obviously there's been a slip in the time continuum), other dinosaurs and even the volcanoes are out to get you. Blast them with your toaster breath to kill them (except the volcanoes which you just have to avoid). The people and small trees can alternatively be trampled to mush if you prefer.

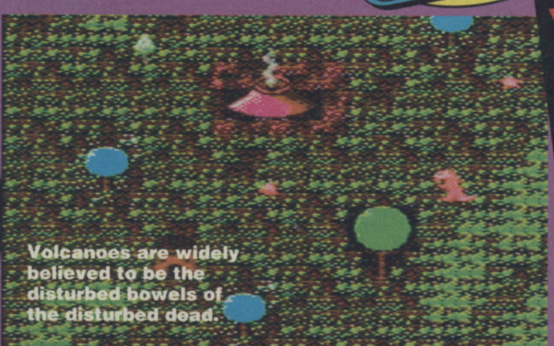
FULL GAME

On every level you'll eventually come to a cave in which extra large, extra-vicious reptiles reside. Yep, you've found the end-of-level bad guys. You know the routine – blast like mad.

If you've got an Action Replay cart and you don't seem to be getting very far, you can save yourself from extinction with this cheat:

- Start the game and press the freeze button on your cartridge.
- Press K to enter the sprite killer, then hit C.
- When the occurrences message appears, press any key.
- Then get back into the game by hitting F3.
- Now you can deal out death without death dealing with you.

Big, bad and blue versus puny, pathetic and pink.



Volcanoes are widely believed to be the disturbed bowels of the disturbed dead.

WHAT'S ODUS, THEN?

Well this one speaks for itself, or it will once you load it up. But just so you know what you're waiting for, here a brief resumé. *Odus* is actually a top-flight PD compilation and this is a demo for it. The collection itself was gathered by the folks who tried to get the Venue International PD library off of the ground at the end of last year.

This venture never came to fruition, but the material gathered forms the backbone of this collection. All the details of what's on offer, how to apply and who has put it together can be found at the end of side two of the Power Pack.

FULL GAME

CAULDRON II

Joystick Port 2

The instructions that originally came with *Cauldron 2* were pretty vague in a poetic sort of way. This is what you got, and we aren't kidding:

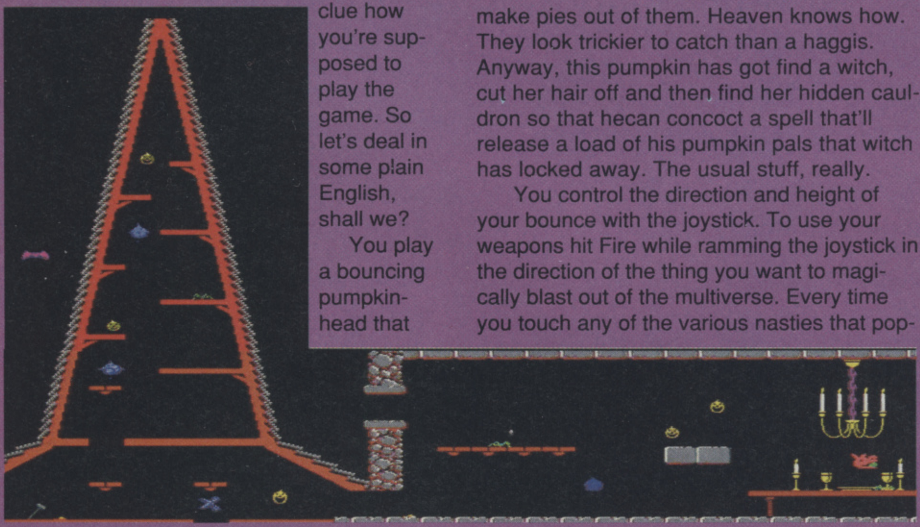
Where once the tiny cottage stood,
A mighty palace dwarfs the wood.
And there within the highest tower,
The witch queen wields her mighty power.
A rule of evil across the land,
With ghosts and gargoyles close at hand.
Her enemies destroyed this night,
Yet one remains to set things right.
A pumpkin warrior, brave and good,
The last survivor from the wood.
So now go swiftly, climb the stair,
And cut a lock of the witch's hair.
Seek out then the cauldron black,
And brew a spell to change things back.
Then the hag will know defeat,
And thy revenge will be complete.

Not very good, is it. The metre is all over the place and you still haven't got a clue how you're supposed to play the game. So let's deal in some plain English, shall we?

You play a bouncing pumpkin-head that seems to have mastered the art of perpetual motion. No matter how hard you try, the determined orange veggie will not stop bouncing. Dave reckons that the Americans make pies out of them. Heaven knows how. They look trickier to catch than a haggis. Anyway, this pumpkin has got find a witch, cut her hair off and then find her hidden cauldron so that hecan concoct a spell that'll release a load of his pumpkin pals that witch has locked away. The usual stuff, really.

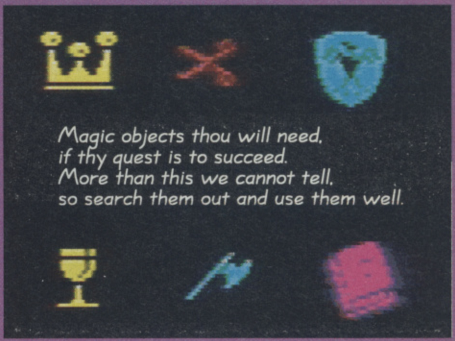
You control the direction and height of your bounce with the joystick. To use your weapons hit Fire while ramming the joystick in the direction of the thing you want to magically blast out of the multiverse. Every time you touch any of the various nasties that populate the castle your magic percentage will drop while picking up one of the sparkly things – your guess is as good as mine… (*used tin foil? – Dave*) …er, your guess isn't as good as mine – will boost your power. Run the percentage down to zero and your one step nearer to ending your days as a Hallowe'en prop.

Pumpkin pie for lunch!



VITAL STATISTIX

ORIGINAL LABEL – Palace Software
ORIGINAL RELEASE DATE – June 1986
PROGRAMMED BY – Stanley Schembri
MUSIC BY – Richard Joseph
GRAPHICS BY – Steve Brown
GENRE – Arcade Adventure
LEVELS – One
DIFFICULTY – Medium



Magic objects thou will need,
if thy quest is to succeed.
More than this we cannot tell,
so search them out and use them well.

The pumpkin that reaches the places other pumpkins cannot reach, and probably wouldn't want to reach if they could. That spire doesn't look very inspiring if you ask me.

DOES YOUR PROGRAM DESERVE TO BE ON THE POWER PACK?

So, you reckon you could whip up a decent bit of code? Think it's good enough to be on the Power Pack? Well, prove it. Send your latest creation off to us, whether it's a game or a utility (as long as it's good) and we could give you your (*first – Ed*) 15 minutes of fame. Fill in this form and send it along with your program to: 'I've Got The Power', *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

SEND US YOUR SOFTWARE!

NAME OF YOUR PROGRAM:	
TYPE OF PROGRAM:	
YOUR NAME	
YOUR ADDRESS	
	POSTCODE
DAYTIME TELEPHONE NO.	

DECLARATION

Sorry, but we can't consider your program for publication unless you sign this declaration and send it to us with your program.

The enclosed program is hereby submitted for publication by *Commodore Format.* It is entirely my own work and as far as I know does not infringe copyright laws. This program has not been submitted to any other magazine or software house and I will notify you in writing should this situation change.

SIGNED

ZEPPELIN PREVIEW SPECIAL

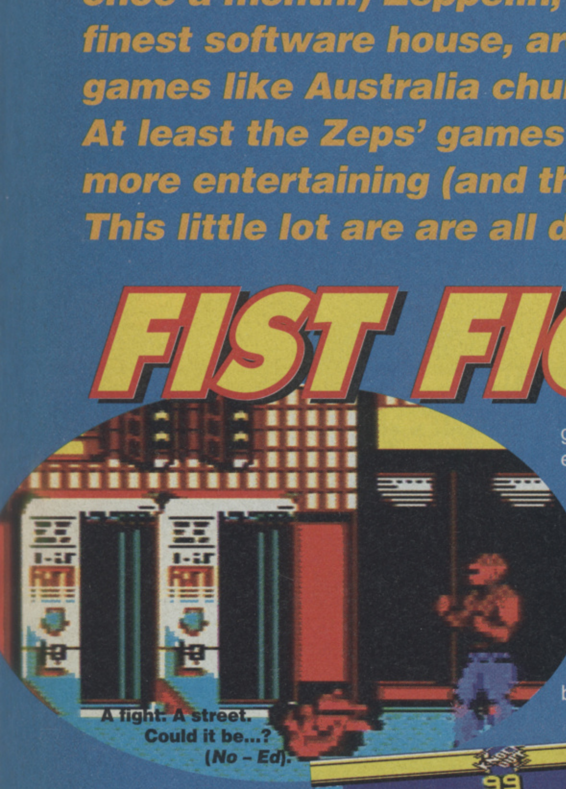
ZEPPELIN GAMES

☎ 091385 7755

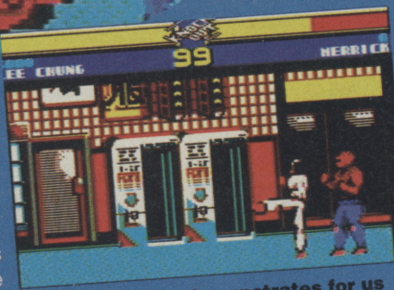
EARLY WARNING! SCANNER

Do these guys ever sleep? Or eat? Or watch Crimewatch (and that's only on once a month!) Zeppelin, Durham's finest software house, are churning out C64 games like Australia churns out soap operas. At least the Zeps' games are a darned sight more entertaining (and they can act better). This little lot are are all due in April at £3.99...

FIST FIGHTER



A fight: A street. Could it be...? (*No – Ed*).



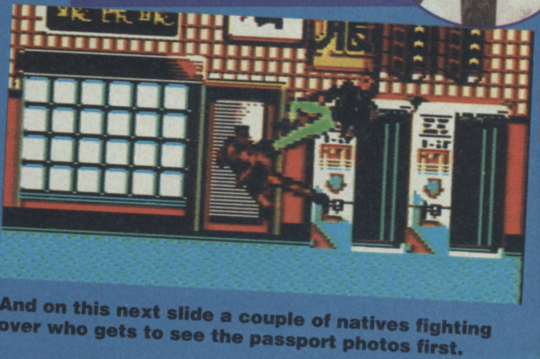
Here Lee-Chung demonstrates for us the ancient Japanese attack technique of missing your opponent completely to try and confuse him.

Every once in a while a truly original idea hits the computer scene and changes the face of gaming as we know it. *Fist Fighter* promises to be a beat-'em-up like you've never seen before, but looking at the grabs on this page we reckon it's got it's fingers crossed behind it's back. Sorry, did someone say *Stree*...? (*No they didn't! – Ed*).

You have a choice of playing one of five fighters, each from a different corner of the globe, a bit like in *S*... (*Oi – Ed*) something else I think I've seen. Each character has a special power to aid him in his lone fight against the world, which is just a bit like... (*I've told you – Ed*) er, *The Tomorrow People*. These powers range from lobbing pen knives at your opponents (*that's a special power? – Ed*), to lethal pirouettes that would put Nureyev to shame. There'll be three locations to fight in on the full game but the only one that's ready at the moment is Japan, so that's why that's the only one we've got piccies of.

Okay, so *Fist Fighter* doesn't break any new ground but it could make a sizeable dent in really soft soil. Y'see what it loses in the originality stakes it makes up for with humour. After each fight the players exchange a bout of ridiculously over-the-top verbal abuse. And one of the characters is a really ugly Brazilian called Merrick who's a Nursery attendant by day (well, we all have to earn a living somehow) and a professional psychic killer by night.

Y'know I reckon it's supposed to be a pastiche of *S*... (*Snip – Ed*).



And on this next slide a couple of natives fighting over who gets to see the passport photos first.

EVERYTHING YOU WANTED TO KNOW ABOUT ZEPPELIN BUT... WELL, YOU DIDN'T REALLY

- The name Zeppelin is rumoured to have been inspired by that classic 70s band Led Zeppelin. Where the band got it from is anybody's guess.
- The company did its first bit of software trading on 8th November 1987. (The same day that Australia won the cricket World Cup for the first time ever – they beat England by 254 runs to 247.)

- **Darren Jobling**, the operations manager of the company, once played guitar with Rolf Harris while doing a stint at a Butlin's holiday camp as a Red Coat.

- **Brian Jobling**, the managing director, holds the title of being Britain's youngest self-made millionaire, (he was 20 years and 7 months old).

- The company's resident goat breeder is **Gareth Briggs**, Zeppelin's head of development.

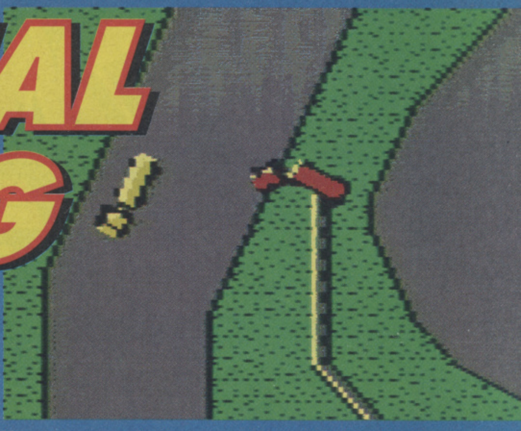
- The youngest member of the programming team is games tester **David Knowles** who's not even 17 yet. Go on, admit it. You're jealous.

INTERNATIONAL TRUCK RACING

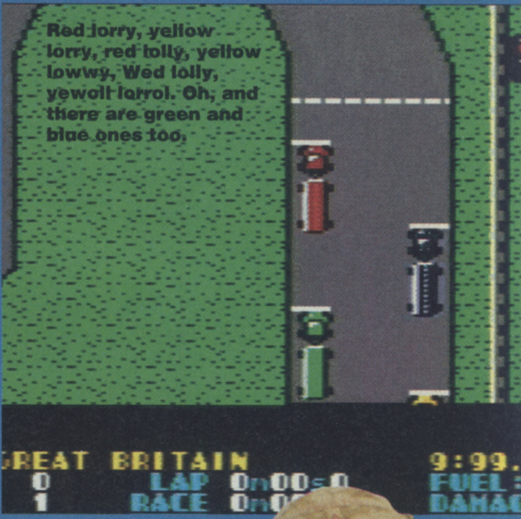
You know how every couple of series or so of *Record Breakers* some mad person will do something particularly stupid in massive articulated lorry. Something like racing around Silverstone with only the wheels on the right-hand side touching the track? (*What's stupid about that? It could be dead useful if all the tyres on the left-hand side run over some particularly resilient hedgehogs – Ed*). At least *International Truck Racing* isn't as daft as that, though it does involve driving very large trucks around courses that were built for racing cars of a fraction of their size.

Most Zeppelin games tend to have more options than a maths multiple choice 'O' level exam. *International Truck Racing* is no exception. There are loads of goodies to buy which'll increase both your performance and road handling abilities, such as better tyres and souped-up engines. The catch is you can't afford them at first. You have to win a few races and make yourself a bit of dosh if you want to turn your truck into a world beater. The races take place around the world, and there's a whole season to survive.

At first sight *International Truck Racing* might look like *Slicks* with trucks, but believe me the handling is very different. Speed isn't the priority here, although going faster than your opponents does help if you any ideas about winning. Instead keeping control of your artic is the tricky bit. The steering is a lot heavier than with your average motor racing sim (*who's been watching* Top Gear, *then? – Ed*). You'll have make good use of your brakes and be prepared for some careful nudging of the joystick 'cos any sudden turns and you'll jack-knife. So buy in a job-lot of Yorkies and get ready to truck.



Now hang on just one cotton pickin' minute. Isn't that what most people would call cheating? Sure is, but not in this sport. Cutting corners and ramming your opponents is all part of the fun.



Red lorry, yellow lorry, red lolly, yellow lowwy, Wed lolly, yewoll lorrol. Oh, and there are green and blue ones too.

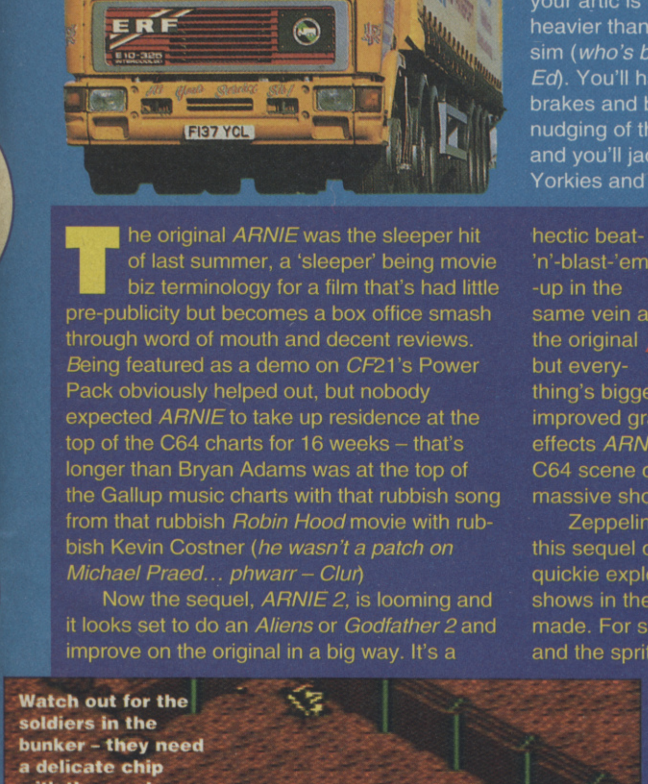
ARNIE 2

The original *ARNIE* was the sleeper hit of last summer, a 'sleeper' being movie biz terminology for a film that's had little pre-publicity but becomes a box office smash through word of mouth and decent reviews. Being featured as a demo on *CF*21's Power Pack obviously helped out, but nobody expected *ARNIE* to take up residence at the top of the C64 charts for 16 weeks – that's longer than Bryan Adams was at the top of the Gallup music charts with that rubbish song from that rubbish *Robin Hood* movie with rubbish Kevin Costner (*he wasn't a patch on Michael Praed… phwarr – Clur*)

Now the sequel, *ARNIE 2*, is looming and it looks set to do an *Aliens* or *Godfather 2* and improve on the original in a big way. It's a hectic beat-'n'-blast-'em-up in the same vein as the original but everything's bigger, better and funkier. With improved graphics and excellent sound effects *ARNIE 2* is set to explode on to the C64 scene creating an even more more massive shockwave than it's predecessor.

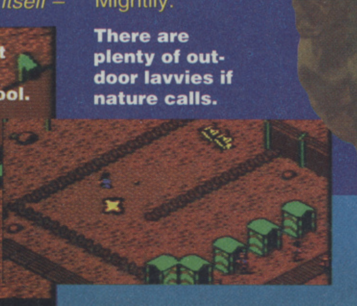
Zeppelin have taken their time getting this sequel out – *ARNIE 2* is certainly no quickie exploitation number – and that shows in the improvements that have been made. For starters, the scrolling's smoother and the sprites are clearer against the jungle backgrounds (in the original your enemies were just a little too well camouflaged – though the Zeppies would probably argue it was designed like that).

Check out the Power Pack for a fabulous demo of the first level (*history repeats itself – Ed*) and prepare to be impressed. Dave wasn't (prepared, that is, 'cos he never played the original game) and he was, (impressed, that is – we know, 'cos let his deep pan chilli and chipolata pizza go cold). Mightily.



Watch out for the soldiers in the bunker – they need a delicate chip with the sand wedge to get on the green so try not to get in the way of the ball.

This place doesn't half remind me of my old junior school. (*Where did you grow up? – Ed.*)



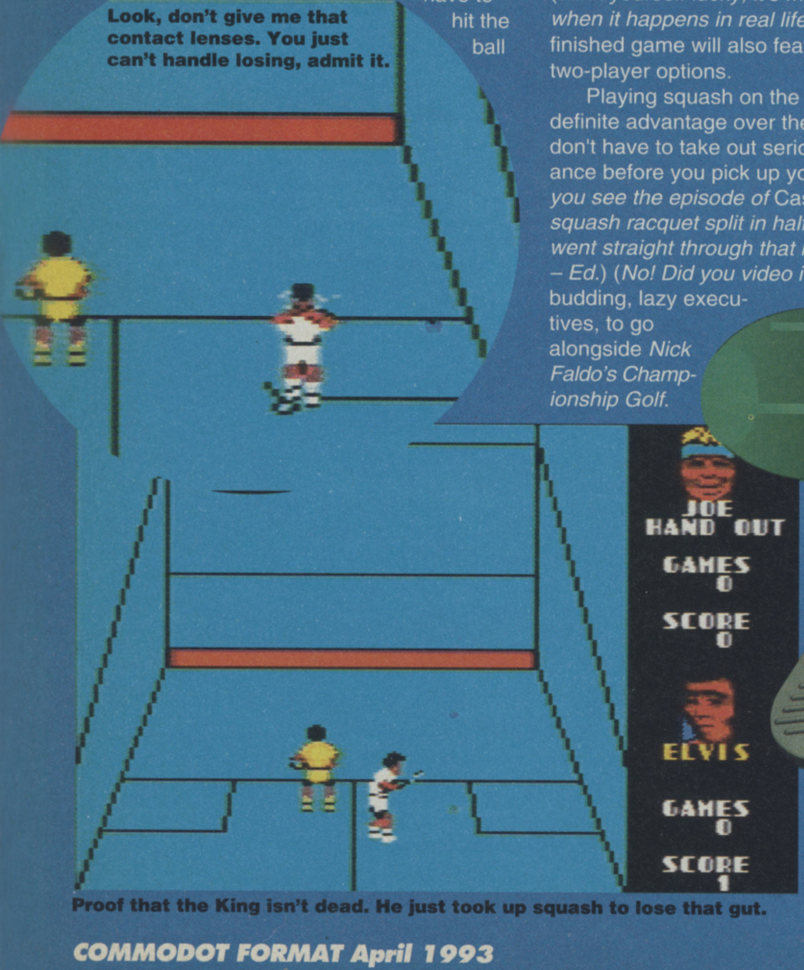
There are plenty of outdoor lavvies if nature calls.

WORLD CHAMPIONSHIP SQUASH

Erm, let's see – the blue dot is faster than the yellow dot, and the red dot is faster than the white dot (*"And hear the word of the Lord" – a tuneful Ed*). So what do I use? The slowest must be the easiest. (*Er, no, because you have to put more effort into hitting the ball – Ollie, our sports correspondent*). Okay then, I'll have the fastest ball (*ahh, but then the game reaches heart-attack inducing speeds – Ollie*). This squash malarkey sounds a bit too strenuous to me. It's a good job Zeppelin have come up with an armchair version, then. *World Championship Squash* adheres to the rules of real squash. Basically you have to hit the ball as hard as you can, keep it in the playing area and make sure that it hits the end wall at some point in your go. If the ball goes out of play, or hits the ground twice then you lose the point. You serve from the square at the back, but after that you can go anywhere you want (not that you can go that far – these squash courts are what estate agents would refer to as, 'compact and bijoux').

The sprites in *World Championship Squash* are impressively chunky and well animated. You watch the action as if you were sitting in the viewing gallery on one of those uncomfortable wooden benches of the sort that you always find in local authority sports halls. The control system is simple enough – you move your man around the court with the joystick and hit fire when you want to take a swipe at the ball. And make sure that if it's your opponent's turn you don't stand in the way of the ball, otherwise you lose the point (*think yourself lucky; it's much more painful when it happens in real life – Ollie*). The finished game will also feature both one and two-player options.

Playing squash on the 64 does have one definite advantage over the real thing – you don't have to take out serious health insurance before you pick up your racquet. (*Did you see the episode of* Casualty, *when the squash racquet split in half and the handle bit went straight through that nurses neck? Yuck! – Ed.*) (*No! Did you video it? – Ollie.*) One for budding, lazy executives, to go alongside *Nick Faldo's Championship Golf*.



Look, don't give me that contact lenses. You just can't handle losing, admit it.

Proof that the King isn't dead. He just took up squash to lose that gut.

SNIPPETS

PD PARADISE

Utopia PD is an all-new C64 PD library based in Mid-Wales. They sent us a sample of their wares, a demo titled *Prometheus Unbound*, and impressive it is too. They can be contacted writing to: Utopia PD, 10 Cwmaman Road, Godreaman, Aberdare, Mid-Glam, CF44 6DG. They deal in disks which cost a mere £1.50 each, even double-sided ones!

FUN SCHOOL 500,000

Nope, that's not the number of the new range, it's how many *Fun School* packs have been sold world-wide. Europress Software have set new standards for educational games over the last few years and their massive sales have reflected the quality of the software. To celebrate, Europress recently invited a horde of folks down to see their latest stuff and have a cuppa! That must have been fun(?).

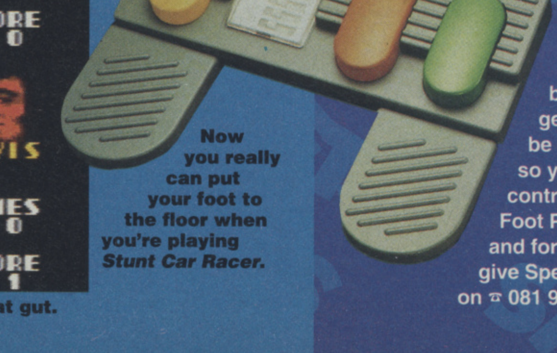
Well, it's a day off school, innit?

HARD LUCK WARE!

If you've been waiting a while for stuff from X-Plosive PD, don't panic! The computer with the details of their catalogue suffered a fatal crash so they've had to recover and re-build all their files. It's all sorted now and you should have your stuff shortly. X-Plosive PD can be contacted by post at X-Plosive PD, PO Box 501, Hull HU5 3YZ.

PUT YOUR FOOT DOWN

What's this thing here, then? Well, it's a joystick adaptor that aims to enhance driving games by adding realism. Your joystick plugs through it, and, using a set of switches, you can choose which pedals are used to accelerate, brake and change gear. Steering can be left to the joystick so you can mix both control systems. The Foot Pedal costs £24.99 and for more information give Spectra Video a call on ☎ 081 902 2211.



Now you really can put your foot to the floor when you're playing *Stunt Car Racer*.

ELSPA
PENGUIN
CHARTS · COMPILED BY GALLUP
SPONSORED BY PENGUIN BISCUITS

The CHARTS

THE DEFINITIVE GUIDE TO THE BEST-SELLING C64 SOFTWARE

1

Picture the scene. The *CF* office, early March. The charts come in.
Trent: "What's number one, then?"
Dave: "*Street Fighter 2*'
Clur (sarcily): "What a surprise!"

2

Dave: "The original *Street Fighter* is back in at number two."
Trent: "I hope people aren't buying it expecting it to be as good as the second one. It's rubbish."

3

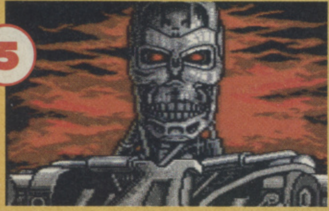
Stage 1
Magic 1

Clur: "*Golden Axe* at number three? Why? It's ancient! I hate all that sword and sorcery stuff. Loads of scantily-clad women!"
Ollie (waking up): "Ooh, where?"

4

Dave: "*Rainbow Islands* is still hanging in there. Great stuff! It's one of my all-time faves."
Clur: "Anything to do with all the food you have to collect, maybe?"

5



Trent: "*T2*'s new in at five. Did you know Arnie's next film, *The Last Action Hero*, will be advertised on the side of the next rocket that NASA launches?"

CF'S TOP 40 GAMES

1	▶	**STREET FIGHTER 2**	US Gold	£12.99	CF29	80%
2	▶	**STREET FIGHTER**	Kixx	£3.99	CF30	36%
3	▶	**GOLDEN AXE**	Tronix	£3.99	CF20	89%
4	▲	**RAINBOW ISLANDS**	Hit Squad	£3.99	CF19	92%
5	NEW	**TERMINATOR 2**	Hit Squad	£3.99	CF30	72%
6	▼	**DIZZY PRINCE OF THE YOLKFOLK**	CodeMasters	£3.99	CF17	91%
7	NEW	**WRESTLING SUPER STARS**	Hit Squad	£3.99	CF29	52%
8	▲	**F16 COMBAT PILOT**	Action 16	£3.99	NOT REVIEWED	
9	▲	**TEST DRIVE 2**	Hit Squad	£3.99	CF27	83%
10	NEW	**F15 STRIKE EAGLE**	Kixx	£3.99	CF31	78%

11	DJ PUFF	CodeMasters	£3.99
12	WWF RAMPAGE TOUR	Ocean	£10.99
13	FUN SCHOOL 2 OVER 8S	Hit Squad	£3.99
14	SPELLBOUND DIZZY	CodeMasters	£3.99
15	GRAEME SOUNESS	Zeppelin	£3.99
16	MAGIC LAND DIZZY	CodeMasters	£3.99
17	LOTUS TURBO CHALLENGE	GBH	£3.99
18	ARNIE	Zeppelin	£3.99
19	CHAMPIONSHIP 3D SNOOKER	Zeppelin	£3.99
20	CRYSTAL KINGDOM DIZZY	CodeMasters	£9.99
21	SUMMER CAMP	Kixx	£3.99
22	HERO QUEST	GBH	£4.99
23	ITALIA 90	Tronix	£3.99
24	US TAG TEAM WRESTLING	Zeppelin	£3.99
25	DIZZY DOWN THE RAPIDS	CodeMasters	£3.99
26	CREATURES	Kixx	£3.99
27	MANCHESTER UNITED	GBH	£3.99
28	FOOTBALL MANAGER 3	Prism	£10.99
29	CAPTAIN DYNAMO	CodeMasters	£3.99
30	TRIVIAL PURSUITS	Hit Squad	£3.99
31	EMLYN HUGHES INT SOC	Touchdown	£3.99
32	TOKI	Ocean	£14.99
33	RICK DANGEROUS 2	Kixx	£3.99
34	JACK NICKLAUS GOLF	Hit Squad	£3.99
35	FUN SCHOOL 2 6-8 YEARS	Hit Squad	£3.99
36	NEW ZEALAND STORY	Hit Squad	£3.99
37	SUPER OFF-ROAD	Tronix	£3.99
38	SCI	Ocean	£19.99
39	BIG BOX 2	Beau Jolly	£16.99
40	FLIMBO'S QUEST	Kixx	£3.99

THE KEY

GOING UP ▲
GOING DOWN ▼
NEW ENTRY NEW
STANDING STILL ▶

6

Clur: "Oh, no. *Dizzy*'s still in hanging on in there."
Trent: "I'm bored of all those egg jokes. I know. Let's stick in a piccie of his mum instead."

7

WRESTLING
SUPERSTARS
REFLECTIVE
DESIGNS
CODE MASTERS

Dave: "Why are wrestling games so popular at the moment?"
Clur: "I blame it on late-night ITV."
Lisa: "Aren't wrestlers ugly? I prefer men with nice pert bottoms."

8

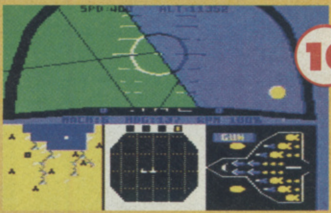
QUICK START
TRAINING
PILOTS LOG
F-16

Trent: "*F16* higher than *F15*? Is there no justice in this world?"
Lisa: "No there isn't. Nick Cotton was cleared of killing Eddie Royal, you know. It was shocking."

9

Trent: "*Test Drive*, eh? I remember my driving test. Strangely, my instructor doesn't. His psychiatrist said something about trauma-induced amnesia."

10



Ollie: "I always wanted to be a pilot when I was a lad."
Lisa: "Did they really have aeroplanes back then?"
Ollie: "I want the other Lisa back!"

EARLY WARNING! SCANNER

DON'T BE A DRIP

Drip drip drop, little April showers. All the rain's been dripping on to the scanner and making yukky red blobs. (*It must be allergic to acid rain, barley does the same to me – Clur*),

WORLD CHAMPIONSHIP SQUASH

Zeppelin

Not a game about strange foreign veggies that taste a little like corgettes. But a game simulating a sport with a notorious fatality record. (Croquet? –Ed)

BRIDES OF DRACULA

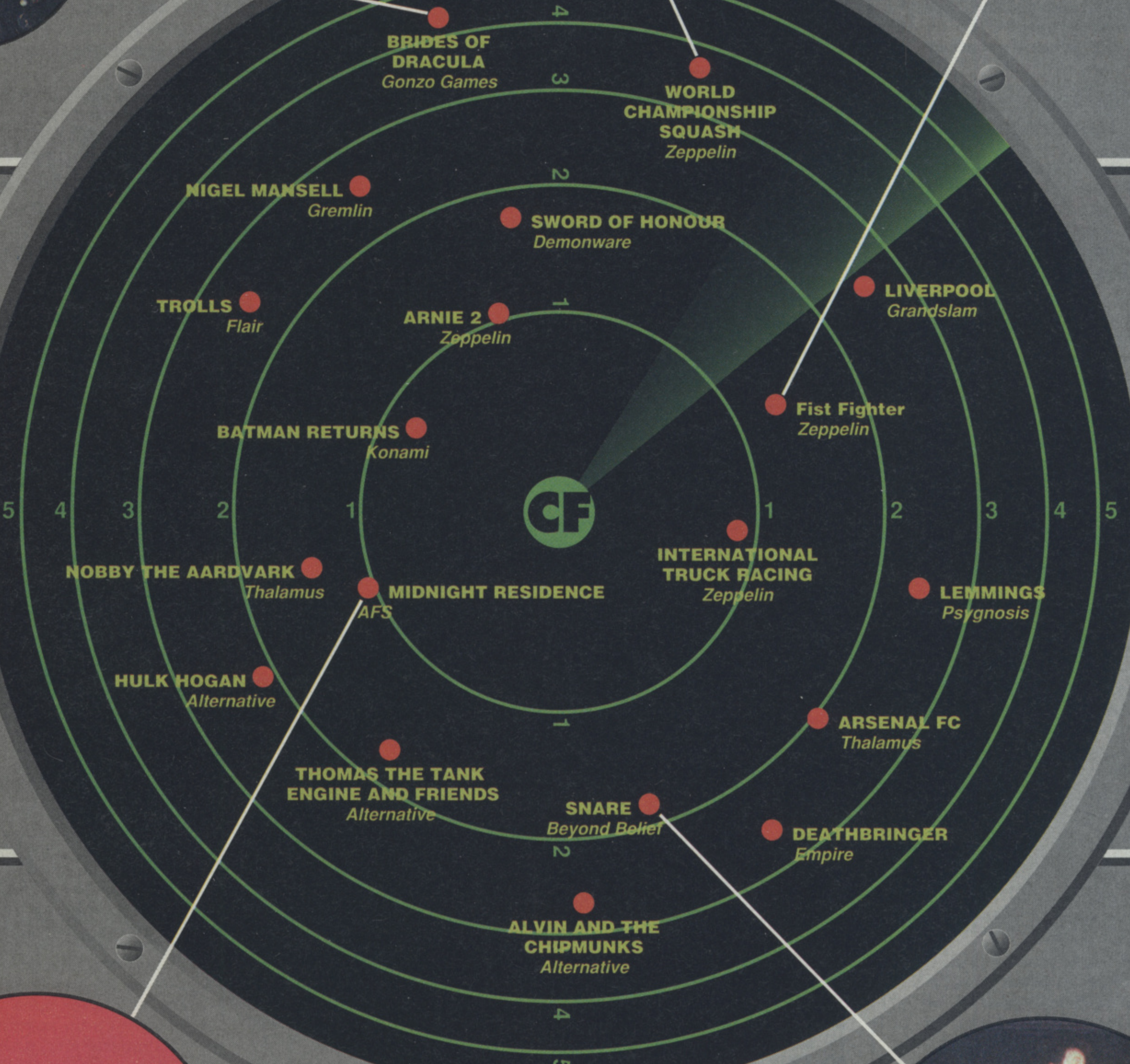
Gonzo Games

With Francis Coppola's version of Dracula *in the headlines, hopefully Gonzo will finally release his bride.*

FIST FIGHTER

Zeppelin

Fists or no fists Zeppelin games usually pack a mighty punch. Whether or not this is a KO remains to be seen.


BRIDES OF DRACULA
Gonzo Games
WORLD CHAMPIONSHIP SQUASH
Zeppelin
NIGEL MANSELL
Gremlin
SWORD OF HONOUR
Demonware
TROLLS
Flair
ARNIE 2
Zeppelin
LIVERPOOL
Grandslam
Fist Fighter
Zeppelin
BATMAN RETURNS
Konami
CF
INTERNATIONAL TRUCK RACING
Zeppelin
NOBBY THE AARDVARK
Thalamus
MIDNIGHT RESIDENCE
AFS
LEMMINGS
Psygnosis
HULK HOGAN
Alternative
ARSENAL FC
Thalamus
THOMAS THE TANK ENGINE AND FRIENDS
Alternative
SNARE
Beyond Belief
DEATHBRINGER
Empire
ALVIN AND THE CHIPMUNKS
Alternative
1
2
3
4
5

Okay, we admit it – last month's spot the connection compo was a little bit easy. So we've made things a bit harder again this time around. If you can work out the connections between the pictures and the games on this month's Scanner, jot them down and send them to us at Connect Five, *Commodore Format* 30 Monmouth Street, Bath BA1 2BW. If you're right and the first name picked out of the Ed's flat cap on 15th April 1993, you'll find a *CF* T-shirt on its way to you.

MIDNIGHT RESIDENCE

AFS

The elusive Midnight Residence *hits the streets on budget very soon. Be sure to reserve your copy of the toughest game of the year before stocks sell out. They're bound to.*

SNARE

Beyond Belief

Snare, trap, lure, it's all the same to me. But what we want to know is will Beyond Belief's latest game have the power to catch the attention of the CF crew?

With* McDonaldland *hanging around the office the gang's thoughts have turned to food. And since they're all too busy with the mag to cook (what is this? A sob story? – Ed), they often frequent the local eateries. So what fast foods cause the team's taste buds to tingle...?

POWERPLAY

TRENTON WEBB

"Mmmff, ffmummff." Pardon? "Sorry, mouth full of chilli. I said I like anything spicey, particularly Mexican. It comes from watching too many episodes of *The High Chaparral* when I was a sprog. I never understood why the son was called Blue." He had blue eyes, Trent. "I thought they were grey!" Did you have a black and white TV, by any chance?

CLUR HODGSON

Clur piped up in favour of the chilli dog."Your mouth will never forgive you if you choose the extra hot sauce. But there's nothing like munching on a dog while watching the Cubs get yet another home run. And, of course, you should always have a good old bag of piping hot fries to go with 'em..."

ROGER FRAMES

"A bag of crispy bits for 10p from down the chippy is about all I can afford at the moment." (*It's all he can bear to part with in one go – Ed.*) But I have to make sure that I get there early, before the marauding hordes get them all. My mate Barry's one of the worst offenders (and he puts vinegar on them, yuck!)"

ANDY ROBERTS

"I've always been fascinated by the history of the humble pasty." Oh, how interesting – do go on."In the olden days it would be a two-course meal in itself, with savoury goodies at one end and something sweet, like jam, in the other. It was a bit like having ice cream on your steak and very practical." But pretty vile.

OLLIE ALDERTON

"I like pizzas mainly because they're round, a lot like..." (oh god, here it comes) "...footballs. We won the other night, you know. First time this season! We went out to celebrate at the pizza place around the corner from the pitch. Unfortunately they wouldn't let us in 'cos one of our balls had smashed through their kitchen window."

LISA KELLETT

One thing you have to realise about Lisa is that you must never ever get her talking about food. After three and a half hours of buns and cakes we've come to the conclusion that she doesn't mind at all what type of food she eats as long as it's covered in chocolate. Maybe she should try one of Andy's pasties.

DAVE GOLDER

"My favourite fast food? Erm...Spud-U-Like, no on the other hand I do like a nice slice of pizza. Then of course there's good old fashioned fish 'n' chips... and curries, I just adore curries. And burgers...ooh, a cheese and mayo burger..." Oh do shut up Dave. I knew this was a mistake. Who's idea was the food thing anyway?

THE MIGHTY BRAIN

The Mighty Brain refused to be interviewed this month. He had some feeble excuse about it being his birthday and he was going home to celebrate. We did get an invite to the party, but none of us could remember which way to go after the big roundabout on the by-pass system around Pluto. We were all too stuffed to move, anyway.

Bits'n'Bobs

Okay, so *CF*'s review system isn't complicated. But, just for the record, here's how it works (in case you've suddenly lost your senses, or are in detention on the last Wednesday before a new copy of *CF* and you've read everything else in the old one).

We tell you exactly what we reckon are the good and bad points of each game. Easier than falling off a very slippy log.

CF RATINGS

POWER RATING
UPPERS
100
90
85
70
60
50
40
30
DOWNERS

Also dead simple are these box-type thingies. They're at the end of every review and show you at-a-glance what the most important positive and negative factors about the game are.

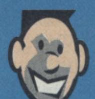
Next to it is a percentage rating mark. 90 per cent or more means that the game is officially a Corker, and we don't give that prize away to any old trash.

It's a Corker!

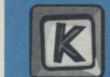
It also means that if you don't rush out down to your local software store and hand over your dosh immediately, all your friends will talk about you in the most uncomplimentary terms behind your back. Such is life.

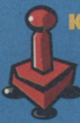
GAME ICONS

Weird things these. We inherited them from editors past and we liked them so they stayed. Well, to tell the truth, we couldn't think of anything better. Any ideas?

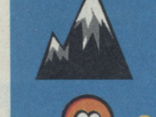


FACE – Number of players. One face – one player; two faces – multi-player. See, easy peasy.

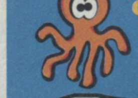




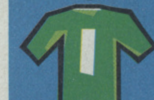
KEYBOARD/JOYSTICK – Control mechanisms. Important to know if you don't have a joystick



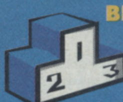
MOUNTAINS – She'll be coming round the difficulty levels when she comes.



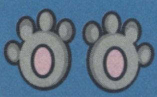
OCTOPUS – Eight-legged squidgy things with suckers signals a dreaded multiload.



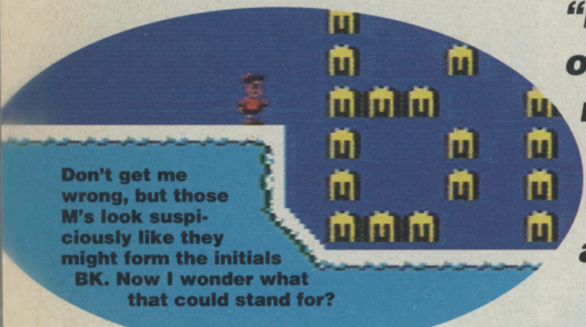
GOALIE'S SHIRT – What do goalies do? Yep, a shirt means there's a save option.



BLOCKS – Not the blocks that baby's always stick in their mouths but an indication of a hi-score table ahoy.



PAWS – Pause mode. This just has to be the most awful pun in the universe.



Don't get me wrong, but those M's look suspiciously like they might form the initials BK. Now I wonder what that could stand for?

"It has to be the daftest licence of all time! Who in their right mind would want to play a game based on a burger?" Clur cried when the post-room served up McDonaldland. Being in a definitively wrong mind, Trenton ambled forward with a joystick in his hand and a hungry look in his eye.

McDONAL

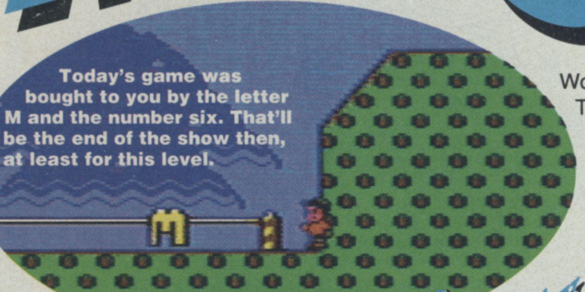
Any game that constantly reminds you that you haven't eaten (*for at least 20 minutes? – Dave*) recently, had better be pretty gripping. Because otherwise, if it gets even the slightest bit dull, the in-game ads are going to do their dirty work and have you nipping down town for a burger.

McDonaldland 'meats' this problem head on, serving up a gaming meal that's got a little bit of everything. But have Virgin got the recipe right, or did they insist on putting in that gherkin? The only way of finding out for sure is to take a look at the ingredients.

Cuteness is *McDonaldland*'s bun; it holds everything else together. With distinct *Mario* overtones – solid, single-colour backgrounds and heroes from high gravity planets – you know that what you're about to receive is going to taste really sweet.

This overpowering cuteness has the advantage of creating a world where the silliest of events seem strangely sane. To be palatable, though, the characters have to be likable and the absurdity of it all enjoyable. Unfortunately, the game's heroes, Mic and Mac, and the *McDonaldland* mythos, have a sterile production-line feel. It has all the 'flavour' of a processed white bun and a sesame-seed like ability to get behind your teeth and be really annoying.

The trimmings, which are supposed to add that little extra flavour, are a bit hit and miss. The plot is as limp as a day-old lettuce leaf; but the six-level, six-world structure adds a real relishy tang to the proceedings. The music is like the onions that you get in burgers – you subliminally notice that it's there but you wouldn't really miss it if it wasn't.



Today's game was bought to you by the letter M and the number six. That'll be the end of the show then, at least for this level.

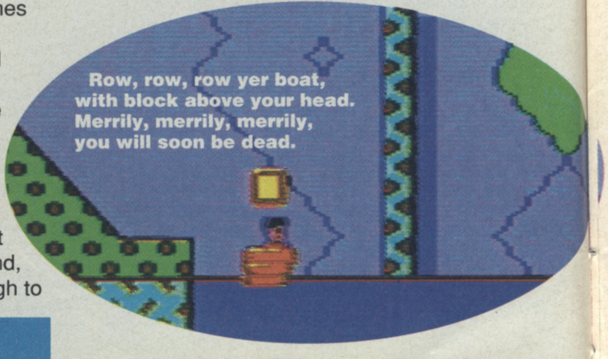
The plot's as limp as a day-old lettuce, but the level structure adds a relishy tang.

The game's gherkin, the bit that some people detest and others happily tolerate, is the multi-load; *McDonaldland* is a biggie. And despite the profusion of McDonald's arches the game can't be considered fast food. Loading in each individual map and level takes absolutely ages!

At the heart of any burger though, be it a Big Mac™, a Whopper™ or a Greasy Joe's™, is the meat, which in this case is the gameplay. If that tastes good then you don't mind manoeuvring around the mustardy bits. If you nibble at the edges of *McDonaldland* it tastes bland, but if you take a good bite and get through to World Two, then you realise that it's made of 100 per cent ground gameplay beef.

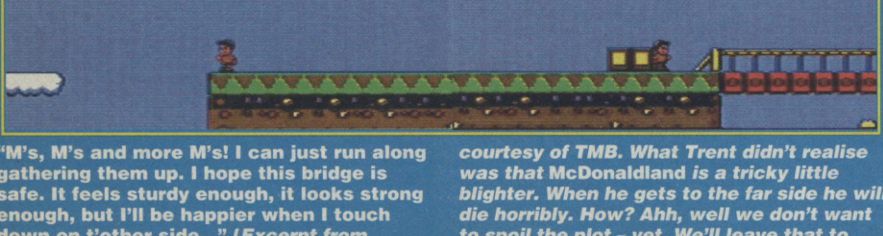
McDonaldland is split into six different worlds, each of which is composed of six different levels. Each level takes a while to beat, but when it's over and you return to the 'World Map', you know you're in for something a little different at the next location. The staple diet is platform leapy-jumpy stuff, but there are hordes of little gameplay variations to stop the meal becoming samey.

In each World you're after six 'M' cards that reveal the face of that particular World's 'host'. The first World is easy, with M's all over the shop. Even the world's least talented clown, Ronald *(watch it! –* CF*'s lawyer*), erm, Reagan could finish the six levels with maximum energy and a bag full of

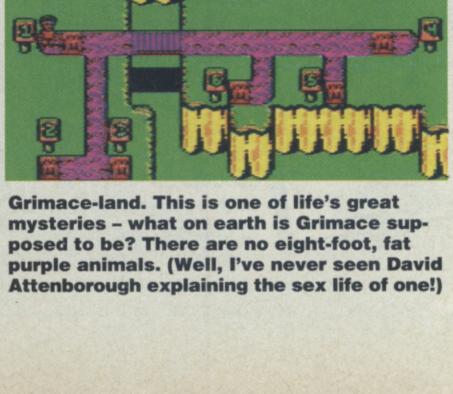


Row, row, row yer boat, with block above your head. Merrily, merrily, merrily, you will soon be dead.

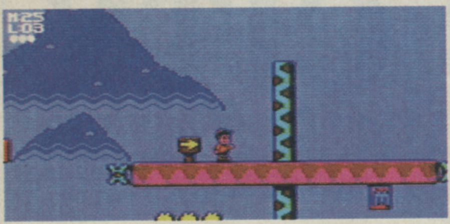
JUST WHEN YOU THOUGHT IT WAS SAFE



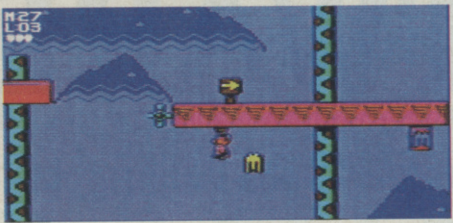
"M's, M's and more M's! I can just run along gathering them up. I hope this bridge is safe. It feels sturdy enough, it looks strong enough, but I'll be happier when I touch down on t'other side..." (*Excerpt from Trenton's thoughts as he played the game, courtesy of TMB. What Trent didn't realise was that* McDonaldland *is a tricky little blighter. When he gets to the far side he will die horribly. How? Ahh, well we don't want to spoil the plot - yet. We'll leave that to Andy in a future Gamebusters - Dave.*)



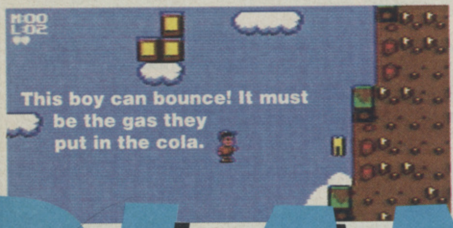
Grimace-land. This is one of life's great mysteries – what on earth is Grimace supposed to be? There are no eight-foot, fat purple animals. (Well, I've never seen David Attenborough explaining the sex life of one!)



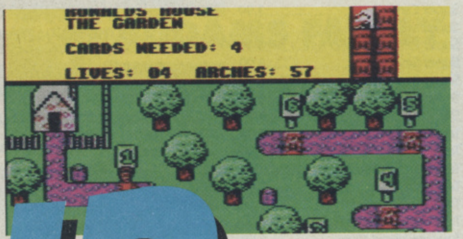
Look, this first world is getting a bit boring. It's all running about, collecting and not much more. Hang on! What does that thing at the end of the platform do...?



...Curiouser and curiouser! So that's what it does. Now this may look big and it may look clever, but after three burgers and couple of extra thick shakes, I WANNA BE ILL!



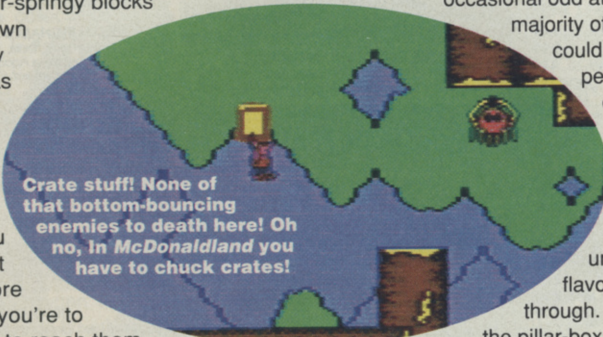
This boy can bounce! It must be the gas they put in the cola.



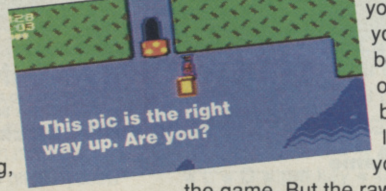
LDLAND

Your mission, should you choose to accept it, is to work from point one to point six collecting all the M cards along the way.

extra lives. World Two offers a different menu altogether (*World Two offers a different menu! – the entire* CF *crew in unison*). Here the tricks that you've been shown in World One, like the super-springy blocks and the upside-down sections, suddenly change from extras into essentials.



Crate stuff! None of that bottom-bouncing enemies to death here! Oh no, In *McDonaldland* you have to chuck crates!

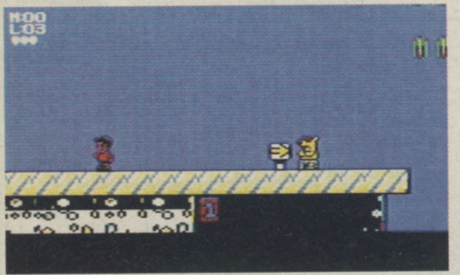


This pic is the right way up. Are you?

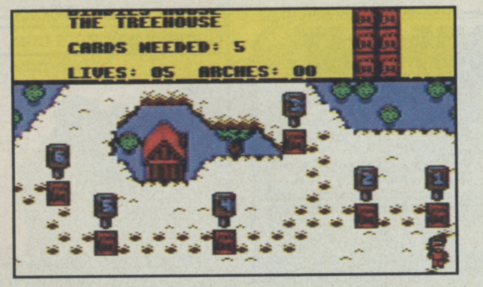
The 'M' cards start appearing in annoyingly awkward-to-reach places. You can see them, but you have to explore the entire level if you're to find the right trick to reach them. Some levels test your leaping skills (Mic can jump to two different heights, he can move in flight and the distances he has to cross are huge) as you negotiate platforms perched above perilous pits. Other levels test your lateral thinking, with the most desirable bonuses hanging in apparently 'unreachable' positions. Certain cloud levels hide most of Mic – and the deadly drops – from view, while the occasional maze tests your bonus-gathering bottle to the limit.

Eaten in one sitting, the *McDonaldland* gaming burger is satisfying, but there is the occasional odd after-taste. The majority of the dressing could easily be dispensed with, but once you give the game a chance and play it into World Two then the underlying flavour comes through. Occasionally the pillar-box viewpoint is annoying, especially when you can't see a ledge that you've got to land on because it's somewhere out of view; you'll probably end up losing a few lives because of this on your first few ventures into the game. But the raw meat of the puzzles themselves should be enough to satiate the hunger of any C64 for a good few hours.

TRENTON ★★★★★



This isn't fair – everything's turned tough. One minute all the platforms are as safe as houses, then the next it's like you've suddenly realised that your house has been built on the San Andreas Fault. Aaaahhhh!



So this'll be World Two, then. Nice clouds. What have they got with McDonald's? Erm, nowt, but it looks good. (*No it doesn't! This is a game about food! A level based on thick shakes and fries, that'd look good – Dave.*)

THINGS THAT McDONALD'S SHOULD HAVE SPONSORED, BUT DIDN'T

To tell the truth, *McDonaldland* has precious little to do with the burger-based mega-corp. The biggest link is the 'Mc' at the beginning of everything. And if that's the case then why didn't they go for:

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TIP DIP ROUND THE BEND

Zeppelin

Richard Beckett's here again, this time with a handy tipette for this interesting sewer simulator. On the cartoon screens, if you're controlling the correct character for the screen, pause and try to quit the game – and you'll find that you've completed the screen!

TIP DIP TITANIC BLINKY

Zeppelin

No – it can't be! Yes, good old Richard Beckett crops up again with another brilliant solution. By the way R is go right, L is go left, U is go up, and D is, well you've probably got the gist by now. **From the start:** Collect three coins • R • collect three coins • L • U • collect coin • D • L • collect three coins • L • L • collect five coins • L • L • collect coin • R • collect two coins • R • U • collect two coins • D • R • R • R • U • L • collect coin • D • L • L • L • U • collect coin • L • L • collect coin • L • L • L • collect coin • D • L • collect three coins • L • U • collect coin • R • collect coin • R • R • jump on horn to play a tune • L • L • D • R • collect three bowls of water. R • collect three bowls of water • R • collect three bowls of water • R • collect three bowls of water • L • L • L • L • L • L • D • D • D • D • collect key • R • R • collect key • R • R • collect oxygen • R • collect key • R • collect key • R • collect oxygen • R • R • R • collect oxygen • R • collect key • R • U • collect key • U • L • on to conveyor belt • D • L • arrange reflectors so that the bullet hits the blue floor • stand on blue floor to teleport • L • D • L • U • L • U • L • L • D • U • L • L • L • L • L • collect gun • stand on door and press down • arrange reflectors to hit the brown floor • stand on brown floor to teleport • L • L • L • L • L • L • collect energy • L • collect bullets • press down on machine to teleport • arrange the reflectors to hit the yellow floor • stand on yellow floor to meet Arthur • run behind him and shoot him in the back to kill him.

TIP DIP LOCOMOTION

Power Pack 28

If you can't get any of last month's passwords to work on this demo of the game, try some of these; BEAR, COVE, DUCK, EAST, FIRE, GIRL, IRON, JEEP, KING and LUCK. Truckloads of gratitude to BJ Clarke for those.

CHEAT TO WIN £20

This month's coveted £20 software voucher goes to Matthew Diners for his amazingly helpful *Dizzy* solution. If you'd like to win one of these vouchers, along with a few extra goodies, send your maps, tips, solutions, POKEs and eccles cakes to; Andy Roberts' Gamebusters, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

TIP DIP THE ADDAMS FAMILY

Ocean

Creepy, spooky and altogether ooky. It's also quite difficult too, so Hull's very own David Clarkson steps in with this wonderful solution. Again, R is right, L is left, U is up, D is down.

LEVEL 1 – IN DOOR • L (bottom of the screen) • IN DOOR • L • L • get key • R • IN DOOR • R • L (top of screen) • L • IN DOOR • R • R • get key • L • L • IN DOOR • R • IN DOOR • L • R (top of screen) • R • IN DOOR • R • IN DOOR (bottom of screen) • L • L • L • IN DOOR • get key • IN DOOR • R • R • R • IN DOOR • L (top of screen) • UP • L • L • L • L • IN DOOR • get key • IN DOOR • R • IN DOOR (top of screen) • L • rescue Pugsley • R • IN DOOR • R • R • R • DOWN • R • IN DOOR • (bottom of screen) • R • R • R • IN DOOR • R • Rescue Lurch • L • IN DOOR • L • L • L • IN DOOR • L • L • L • L • L • L • IN DOOR • L • IN DOOR • level complete.

LEVEL 2 – R • L (top of screen) • IN DOOR • R • IN DOOR • L • IN DOOR • R • R • D • IN DOOR • L • D • R • R • R • IN DOOR • R • R • IN DOOR • R • IN DOOR (right-hand side) • IN DOOR (top of screen) • L • D • L • L • L • L • L • IN DOOR • R (bottom of screen) • IN DOOR • L • L • get key • R • R • IN DOOR • UP • L (top of screen) • IN DOOR • L • L • rescue Morticia • R • R • IN DOOR • D (left-hand side) • L • L • L • IN DOOR • L (top of screen) • L • LEFT • U • R • IN DOOR • U • L • LEFT • IN DOOR (bottom of screen) • R • R • R • R • IN DOOR • R • R • IN DOOR • level complete.

LEVEL 3 – R • R • R • IN DOOR • L • IN DOOR • R • R • R • D • L • L • IN DOOR • D • L • IN DOOR • L • L • L • IN DOOR • L (top of screen) • L • L • L • IN DOOR • R • R • U • rescue Grannie • D • L • L • D • get key • U • IN DOOR • R • R • R • L (bottom of screen) • L • L • D • R • rescue Thing • IN DOOR • U • R • IN DOOR (left-hand side) • L • R (top of screen) • IN DOOR (top of screen) • L • L • IN DOOR • L • L • L • rescue Wednesday • and that's the game completed.

"It's true – futons are really good for your back,"

REGULARS

TIP DIP 19
Go on, punks, make our day… or at least the first page of our Gamebusters section – the best of your hints and tips.

FRAMEBUSTERS 23
Cheats, POKEs, tips and other handy bits for budget and Power Pack games.

SAM'S CORNER 28
The last resort – or the first if you're particularly lazy. You tell us what you're stuck on, and we give you the solution.

MAPS AND SOLUTIONS

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Part one of the complete solution.

DALEK ATTACK 22
Save London from those robotic dustbins.

CRYSTAL KINGDOM DIZZY 24
The whole game busted wide open.

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STUNTMAN

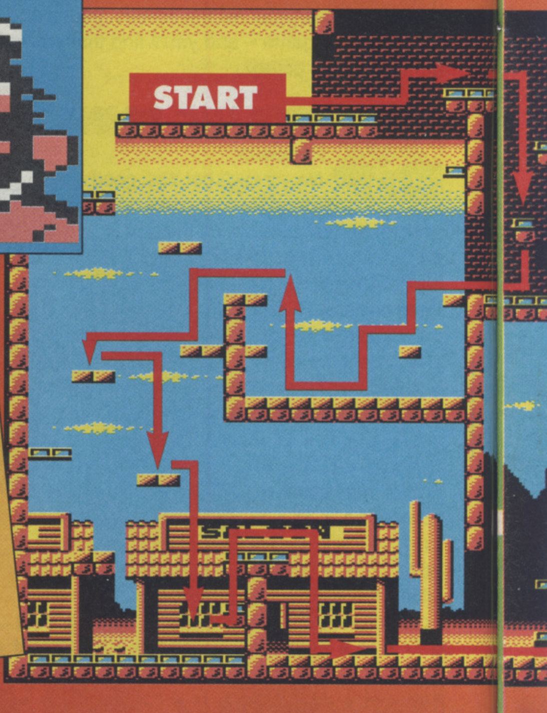
THE SOLUTION PART 1

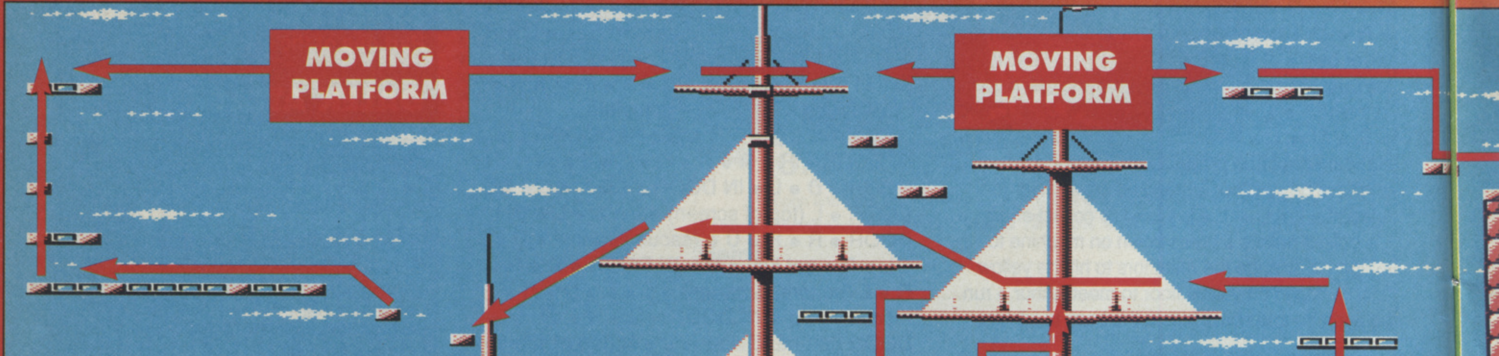
LEVEL 1 - COWBOY WESTERN

From the start: Go right • kill the Indian and the Mouse • jump right • kill Indian, drop down • collect money bag • drop down • kill Cowboy • left • down • kill Cowboy • up left • down left • bomb Cowboy • drop down left • jump right • bomb Indian and Cowboy • drop down • kill cowboy • up right • drop down • right • kill Cowboy • right • kill Cowboy • climb up Totem Pole • jump up right • kill Cowboy • bomb Indian • up left • get on moving platform and head right • kill Cowboy opposite • jump up and kill next Cowboy • right • drop down • kill Indian to left • down left • kill Cowboy • left • kill Indian • drop down • kill Cowboy • right • get money bag • Up • kill Indian • jump right on to Totem Pole • up • bomb Cowboy • up • get on moving platform and head right • bomb Cowboy below • drop down right • get money bag • up • get on moving platform and head left • jump up • kill indian • go right • jump down right • kill Cowboys • kill Indian • right • drop down,kill Indian • left • drop down • right • get the contract then prepare to meet the end-of-level bad guy...

BOSS #1 - BIG RED CHIEF

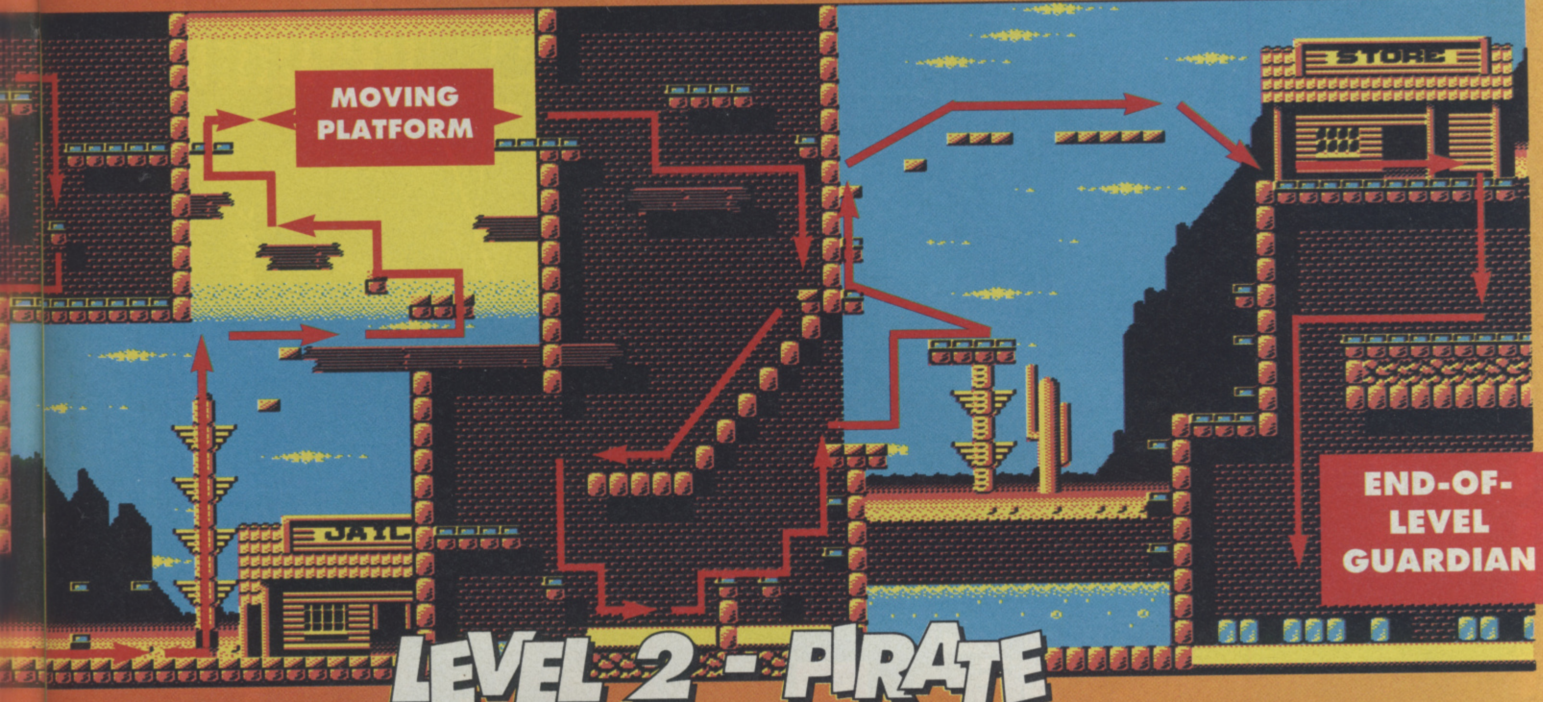
A bit of a tricky blighter, this redskin bounces slowly left and right, firing out dynamite in Seymour's direction – avoid this at all costs. Try to stay at the opposite side of the screen to the Indian – when he jumps left, move right (underneath him) and shoot when he lands. Occasionally he'll make a VERY fast leap towards you – get the heck out of the way. Repeat this process and shoot him around 20 times to dispose of him.



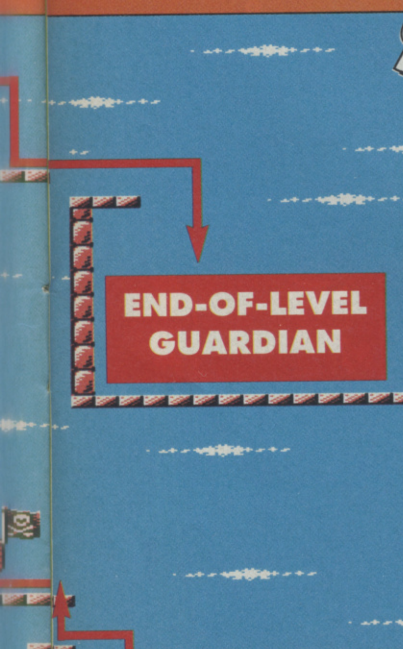


SEYMOUR

If Seymour is a stuntman, then just who exactly is he supposed to be a stunt double for? Andy Roberts goes into Barry Norman mode, for a behind-the-camera's look at the Codies' cinematic classic.



LEVEL 2 - PIRATE SWASHEUCKLER



From the start: Left • jump up • bomb pirate above • shoot pirate opposite • up • shoot bird to right • jump left • left over gap • shoot pirate • jump up and bomb pirate above • left • jump and bomb pirate above • left • shoot pirate and bomb pirate above • shoot cannon • jump left onto masthead • bomb pirate • drop down • collect crown • jump up right on to the mast • right • jump gap • right across • up platforms • collect crown • bomb pirate • jump up left on to higher mast • left • shoot pirate • drop down • kill pirate • jump up • jump up left on to next mast • kill pirate • jump down left off edge of mast (land on the tiny platform) • bomb bird • shoot cannon and pirate opposite • left • jump up platforms (watch out for the bird at the top) • collect crown • kill bird • get on moving platform and head right (kill any other birds you meet) • shoot cannon at other end • get on next moving platform and head right • kill bird and sailor opposite • jump down right • kill pirate • drop down right • get the contract then prepare to meet the next end-of-level bad guy...

BOSS #2 - CAPTAIN BEARDY

Surprisingly, this irate George Best look-alike is much easier to kill than the indian! He also bounces slowly left and right, but spends most of his time in the air – the worst thing to do is jump up and shoot at him. Instead, stay at the far left of the screen, firing whenever he lands. This is the best tactic, as the dynamite he throws out hardly ever lands at the far left. Similarly, he never lands at the far left either. Sounds too easy, doesn't it? It isn't - he takes around 40 hits to kill!

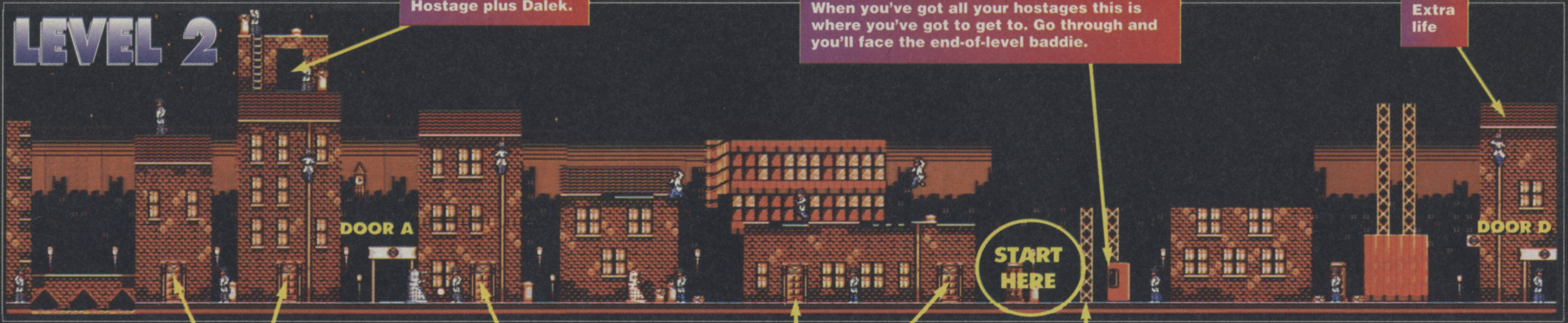
THAT'S A WRAP

Okay luvvies, dears, that's the first two scenes in the can. We'll continue shooting next month, commencing with level three and and carrying on through to level four. So let's make sure that we learn our lines – for a change!

DALEK ATTACK LEVELS 1 & 2

Save London from those pepperpots with an attitude with our essential guide to first two levels.

LEVEL 2



Hostage plus Dalek.

When you've got all your hostages this is where you've got to get to. Go through and you'll face the end-of-level baddie.

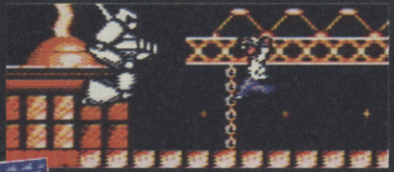
Extra life

Dalek gun, energy and a Dalek. Both doors lead to the same room (even though there's an alleyway between them).

Hostage and a couple of bombs.

A small robot type thing that take a couple of hits. Don't go in here.

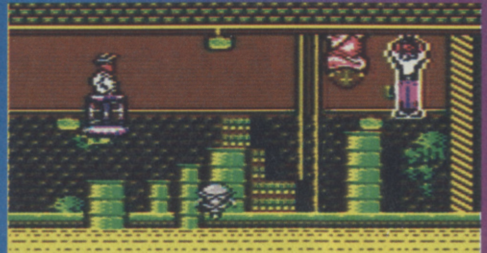
You can't get through this (whatever it is). You have to go through the Underground system to get to the other side.

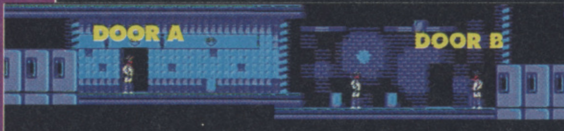


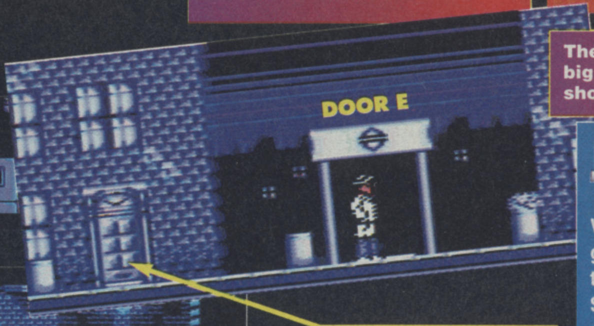
The guy on the left's Level Two's big baddie. He takes around 30 shots to blast to smithereens.

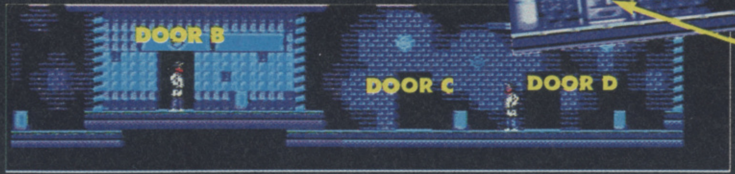
LEVEL 1

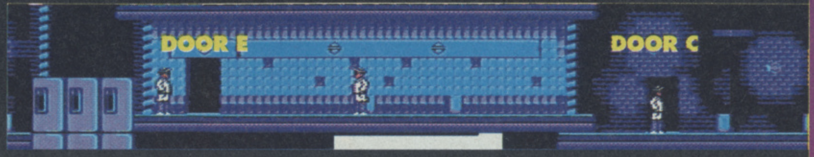
The first level, a flight through the London sewers on hover pads, is not, it has to be admitted, difficult. Your best bet if you just want to complete the level and not pile up the points is to fly along the top firing all the time until you get to the end-of-level, er, thingy. He, she or it takes about 20 hits to kill.











Through here is a long room filled with Daleks, but you've got to go in to get the final few hostages. There are two of them plus a Dalek gun through the first door on the left. Two more hostages plus some bombs and energy are hidden behind the fireplace at the end of the room.

EXTERMINATE THOSE LEVELS

Wanna cheat? Then you've got it. If you want top skip to the next level press both SHIFT keys simultaneously anytime during a level. Then press P to pause. Keep P pressed while you press and release the asterisk key. Couldn't be simpler! (*Yes it could! – Ed*)

For Action Replay cartridge owners here's the POKE for infinte lives:

POKE 4575,165
POKE 13579,165

FRAME
BUSTERS

Frames' Prime Law: spend as little money as possible getting hold of games and spend as little time as possible getting killed on them.

RETURN OF THE JEDI

Hit Squad

Riding a jet-propelled speeder bike through a redwood forest can be a tricky task, so if keep ploughing headlong into the more resilient parts of the foliage what you need is an infinite lives listing. And, as the Double Take Brothers would say, "WOOEER!" (It's the closest spelling I could come up with.)

```
0 REM JEDI CHEAT BY WAZ
1 FOR X=352 TO 400:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5261 THEN PRINT “DATA ERROR":END
3 POKE 157,128:SYS 352
10 DATA 032,086,245,169,115,141,249,002
11 DATA 169,001,141,250,002,076,208,002
12 DATA 087,065,090,169,128,141,032,193
13 DATA 169,001,141,033,193,076,000,193
14 DATA 169,165,141,204,015,141,031,020
15 DATA 141,191,026,141,171,026,076,000
16 DATA 004
```

"I'll get you, Vader! It's all your fault that I can't snog Leia!"

CRACKDOWN

US Gold/Kixx

When it comes to drugs, just say no. When it comes to drug busting, just say, "Yes, I'll buy you a pint, Andy, if you give me a listing offering such treats as infinite lives, oodles of time and bags of ammunition." I'll be down the Slug and Lettuce at lunchtime.

```
0 REM CRACKDOWN CHEAT BY WAZ
1 FOR X=384 TO 436:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5712 THEN PRINT “DATA ERROR":END
3 INPUT “INFINITE LIVES Y/N";A$:IF
A$="N" THEN POKE 425,214
4 INPUT “INFINITE TIME Y/N";B$:IF B$="N"
THEN POKE 430,1
5 INPUT “INFINITE AMMO Y/N";C$:IF C$="N"
THEN POKE 417,1
6 POKE 157,128:SYS 384
10 DATA 032,086,245,169,168,141,208,008
11 DATA 169,057,141,209,008,076,016,008
12 DATA 169,160,141,148,144,169,001,141
13 DATA 149,144,076,000,144,087,065,090
14 DATA 169,000,141,196,012,141,218,012
15 DATA 169,181,141,041,014,169,000,141
16 DATA 077,045,076,000,200
```

NINJA SPIRIT
(DISK VERSION)

Activision

The way of the Ninja is a strange one – all those weird spells and things which take years to master. If you'd like a head start, try this little spell which will whisk you straight to the end of the game.

```
0 REM NINJA SPIRIT CHEAT BY WAZ
1 FOR X=679 TO 755:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>7824 THEN PRINT “DATA ERROR":END
3 PRINT CHR$(147);"INSERT DISK & PRESS A KEY"
4 POKE 198,0:WAIT 198,1:POKE 198,0:SYS 679
10 DATA 169,001,162,008,160,255,032,186
11 DATA 255,169,003,162,240,160,002,032
12 DATA 189,255,160,004,162,000,169,000
13 DATA 032,213,255,169,207,141,198,048
14 DATA 169,002,141,199,048,076,000,048
15 DATA 169,222,141,091,004,169,002,141
16 DATA 092,004,169,003,076,000,004,169
17 DATA 076,141,003,040,169,037,141,004
18 DATA 040,169,041,141,005,040,076,128
19 DATA 039,071,077,049,000
```

LAST NINJA (DISK)

Powerhits

You've had tape listings in *CF*7 and *CF*20, and now here's the disk equivalent. Type it in then RUN it, and you'll end up with more lives than a cat manufacturer.

```
0 REM LAST NINJA CHEAT BY WAZ
1 FOR X=272 TO 334:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>6144 THEN PRINT “DATA ERROR":END
3 PRINT CHR$(147);"INSERT DISK & PRESS A KEY"
4 POKE 198,0:WAIT 198,1:SYS 272
10 DATA 169,000,032,144,255,169,001,168
11 DATA 162,008,032,186,255,169,015,162
12 DATA 064,160,001,032,189,255,169,000
13 DATA 032,213,255,169,056,141,064,006
14 DATA 169,001,141,065,006,076,000,006
15 DATA 169,165,141,135,120,076,000,084
16 DATA 065,067,084,073,086,073,083,073
17 DATA 079,078,032,073,078,067,046
```

POWER PACK

HEROBOTIX

If you're performing less than heroically, Martin Pugh's here to put the 'ix' back in your 'bot with this multi-functional listing which enables you to alter various collision routines in the game (such as sprite-to-sprite collision and sprite-to-background collision).

```
0 REM HEROBOTIX CHEAT BY M PUGH
1 FOR X=516 TO 551:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3701 THEN PRINT “DATA
ERROR":END
3 INPUT"NO SPRITE COLLISION Y/N";A$:IF
A$="Y" THEN POKE 541,141
4 INPUT"NO BACKGROUND COLLISION
Y/N";B$:IF B$="Y" THEN POKE 546,141
5 POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,072,077,080,169
12 DATA 002,141,060,009,076,230,003,169
13 DATA 119,173,186,132,169,000,173,002
14 DATA 133,076,027,008
```

CARNAGE DEMO

This is a bit like a 'driving in Paris' simulator. Still, if you'd like to make your car immune to bashes and crashes, type in this listing, SAVE it, then RUN it. It'll be like having a Formula 1 Sherman tank.

```
0 REM CARNAGE CHEAT BY M PUGH
1 FOR X=516 TO 551:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3495 THEN PRINT “DATA
ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,207,003
5 DATA 206,208,003,096,072,077,080,169
6 DATA 032,141,013,010,169,002,141,014
7 DATA 010,076,230,003,169,165,141,138
8 DATA 131,076,013,008
```

HIGHWAY ENCOUNTER

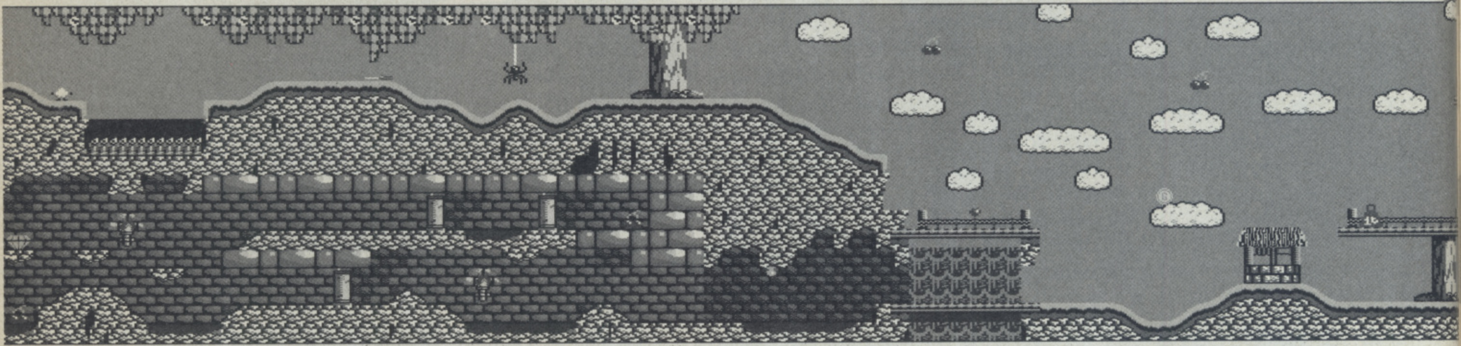
Infinite time and unlimited lives? No problem. Simply replicate this listing on your C64 and initiate the RUN command – you'll reach zone zero in no time at all (probably).

```
0 REM HIGHWAY CHEAT BY M PUGH
1 FOR X=517 TO 589:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>6998 THEN PRINT “DATA
ERROR":END
3 POKE 157,128:SYS 517
10 DATA 169,018,141,040,003,169,002,141
11 DATA 041,003,032,086,245,169,032,141
12 DATA 178,002,169,002,141,179,002,096
13 DATA 072,077,080,169,032,141,222,003
14 DATA 169,051,141,223,003,169,002,141
15 DATA 224,003,032,069,003,096,238,032
16 DATA 208,169,065,141,013,010,169,002
17 DATA 141,014,010,096,169,000,141,228
18 DATA 043,169,181,141,115,069,076,027
19 DATA 008
```

CRYSTAL KIN

THE COMPLETE SOLUTION – Y

Go to work on an egg – Dizzy gets cracked wide open as Andy Roberts and Matthew Divers present four pages of everything you needed to know to unscramble the egg's latest escapades.

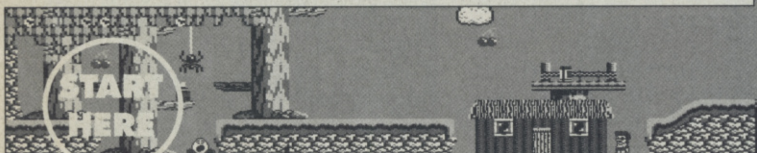


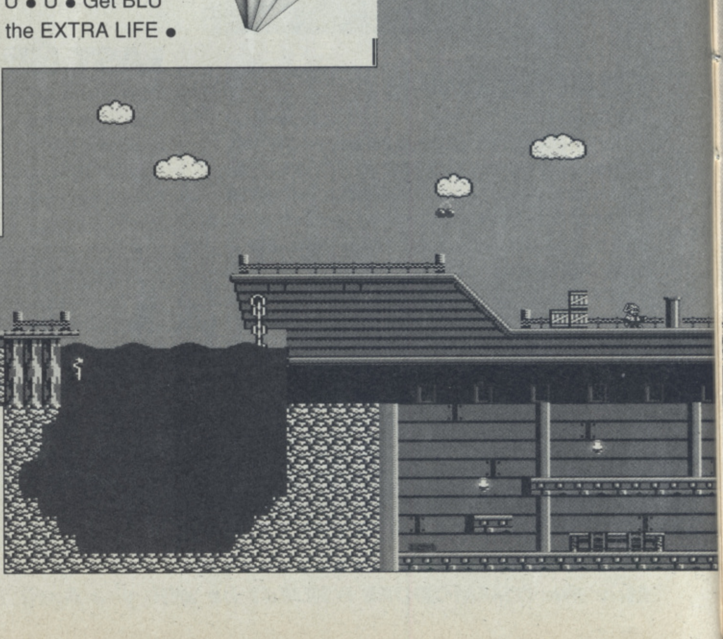
LEVEL 1

From the start: R • R • R • Get WEIGHT • L • L • Drop WEIGHT on pressure pad • L • L • Get WEIGHT • Jump on to cloud and collect COIN • Drop COIN in well • R • R • Stand on box below window and pull DOWN • Get WHIP • Leave room • U • L • Drop WEIGHT on pressure pad • Go up lift • R • Jump RIGHT off end of platform • U • L • Drop WHIP a the edge of the platform • L • Pull DOWN on door • Talk to DYLAN and collect NEWSPAPER • Leave room • Drop LEFT off platform • Jump LEFT on to the clouds • L • L • Get SCREWDRIVER • L • Jump across the bear pit and collect the EXTRA LIFE • R • R • D • Get HEART • R • R • R • U • L • Pull DOWN on the door • Give SCREWDRIVER to DENZIL • Get SPANNER • Talk to DENZIL and collect GLASSES • Leave room • R • Pull DOWN on door • Give GLASSES and NEWSPAPER to GRAND DIZZY • Leave room • D • R • R • Pull DOWN on door • Drop SPANNER on generator • Leave room • L • L • U • R • Pull DOWN on door • Speak to DORA and collect CAKE • Leave room • Drop DOWN • Give CAKE to CJ and collect UMBRELLA • L • L • L • L • L • L • Collect CRYSTAL • R • R • R • Drop CRYSTAL in well • R • R • UP • Pull DOWN on door • Talk to GRAND DIZZY to complete the level. So it's one down and three to go.

LEVEL 2 CODE: 1969

From the start: Talk to DOZY • R • Get FISH FOOD • R • Drop FOOD at edge of the jetty • Ride on FISH and jump off on to the chain • R • Talk to BLACKHEART • R • R • U • U • U • Get BLU TACK • D • D • D • R • U • Get WHEEL • Down • R • Get SAW • U • Collect the EXTRA LIFE • Drop back DOWN • L • L • L • L • Drop WHEEL on post • R • U • Get TAPE • D • R • D • R • L (bottom) • L • L • Get PLANK OF WOOD • R • D • Stand below drip and drop PLANK • Get HEART • R (bottom) • Get NEEDLE AND THREAD • L • U • L • R (top) • Get PATCH • L • R (bottom) • R • Get SCISSORS • R • L (top) • U • U • U • Stand above the sails and drop the SCISSORS • D • D • U • U • Stand next to the hole and drop the PATCH • D



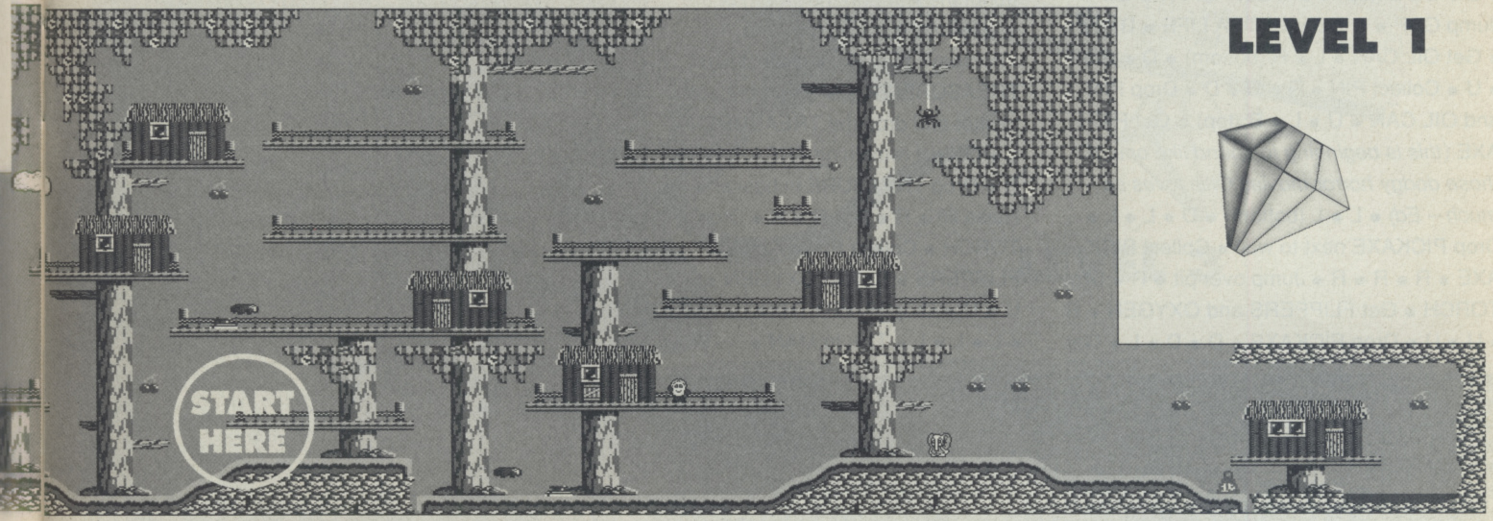


• D • L • L • L • L • L • Speak to DOZY • Get FLAG • R • R • R • R • R • U • U • U • Drop the FLAG beneath the pole • D • D • D • L • L • Speak to BLACKHEART • Collect BADGE • L • L • Talk to FAT FREDDY • Collect TELESCOPE and MAP • R • R • Give MAP to BLACKHEART • R • R • U • U • U • Stand on the crow's-nest to complete the level.

GDOM DIZZY

OU'D BETTER BELIEVE IT!

LEVEL 1

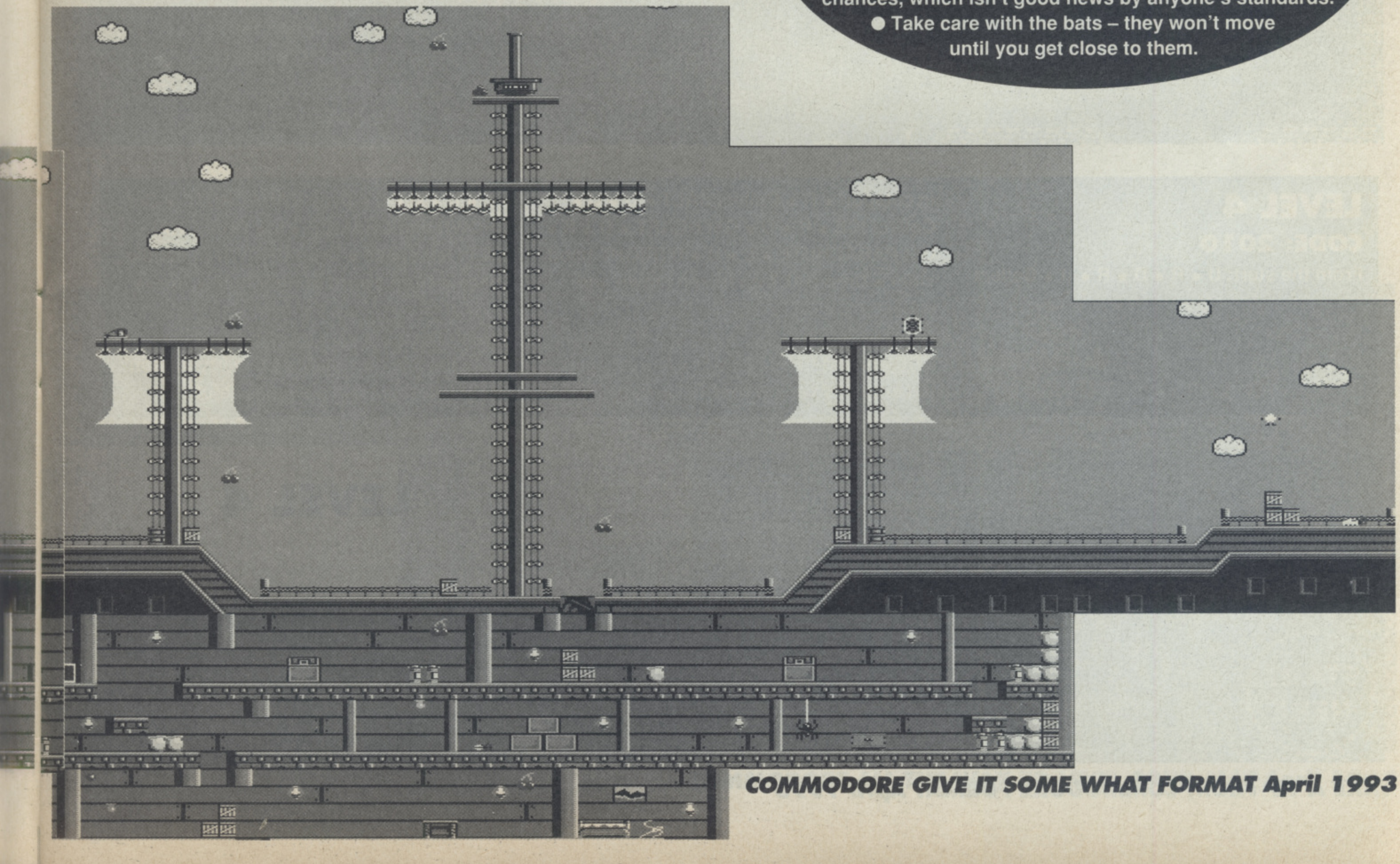


KEY: L - LEFT R - RIGHT U - UP D - DOWN

SHORT-CUT CRYSTAL

- Keep jumping to avoid sinking through clouds.
- It isn't essential to collect cherries – they're only bonuses.
- Don't jump into water on any level except the last one (when you get hold of the diving equipment).
- Avoid contact with the enemies as they decrease your chances, which isn't good news by anyone's standards.
- Take care with the bats – they won't move until you get close to them.

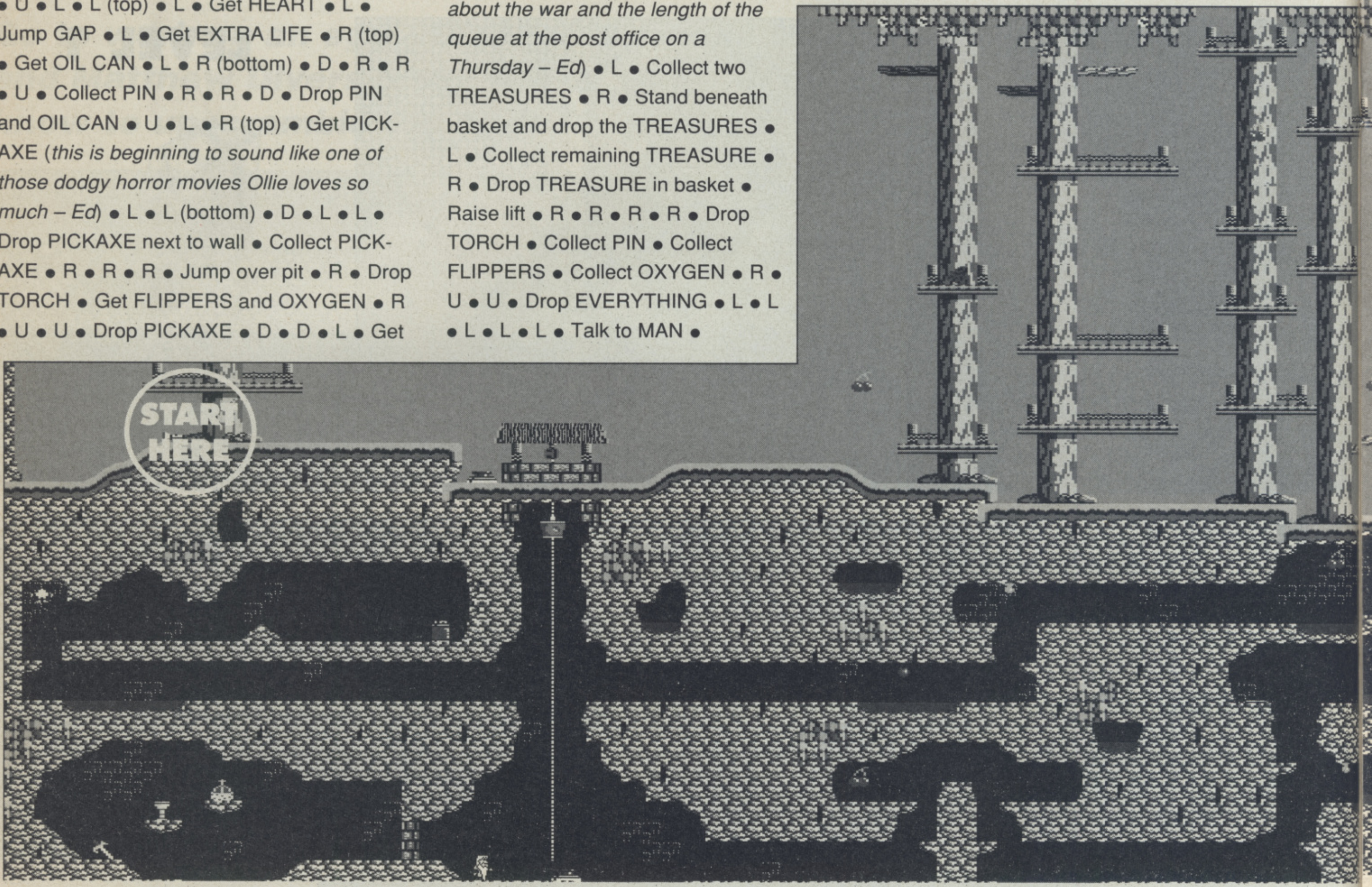
LEVEL 2



LEVEL 3

CODE: 2000

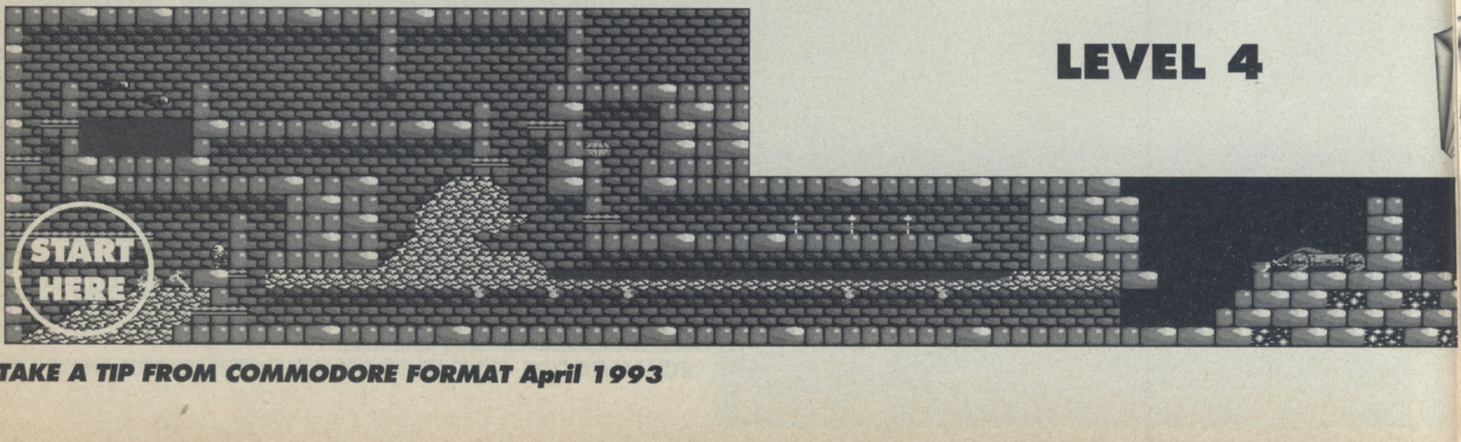
From the start: Collect TORCH • R • R • Jump RIGHT off top platform • Jump LEFT off top platform • Jump RIGHT off top platform • Jump LEFT off top platform • Drop off LEFT–hand side of platform • Get FLIPPERS • D • R • R • R • Get OXYGEN • R • D • D • L • Drop OXYGEN and FLIPPERS • U • L • L (top) • L • Get HEART • L • Jump GAP • L • Get EXTRA LIFE • R (top) • Get OIL CAN • L • R (bottom) • D • R • R • U • Collect PIN • R • R • D • Drop PIN and OIL CAN • U • L • R (top) • Get PICKAXE (*this is beginning to sound like one of those dodgy horror movies Ollie loves so much – Ed*) • L • L (bottom) • D • L • L • Drop PICKAXE next to wall • Collect PICKAXE • R • R • R • Jump over pit • R • Drop TORCH • Get FLIPPERS and OXYGEN • R • U • U • Drop PICKAXE • D • D • L • Get OIL CAN • R • U • U • Drop OXYGEN • Get PICKAXE • L • L • Stand beneath yellow section of pipe • Drop PICKAXE • Drop OIL CAN • Collect OIL CAN • L • L • L • Drop OIL CAN on pressure pad • Press FIRE to lower lift • Drop PICKAXE • R • R • R • R • R • Get OXYGEN • D • D • L • Drop OXYGEN and FLIPPERS • Get TORCH • U • L • L • D • L • L • Talk to OLD MAN (*who luckily doesn't go on about the war and the length of the queue at the post office on a Thursday – Ed*) • L • Collect two TREASURES • R • Stand beneath basket and drop the TREASURES • L • Collect remaining TREASURE • R • Drop TREASURE in basket • Raise lift • R • R • R • R • Drop TORCH • Collect PIN • Collect FLIPPERS • Collect OXYGEN • R • U • U • Drop EVERYTHING • L • L • L • L • L • Talk to MAN • Collect PUNCTURE REPAIR KIT • Collect TWO TREASURES • R • R • R • R • R • Drop PUNCTURE REPAIR KIT on dinghy • Collect OXYGEN and drop it on dinghy • Drop TREASURES on dinghy (*this dinghy's going to sink in a minute – Ed*) • L • L • L • L • L • Collect remaining TREASURE • R • R • R • R • R • Drop OXYGEN • Collect PIN • Drop TREASURE and PIN on dinghy to complete the level.



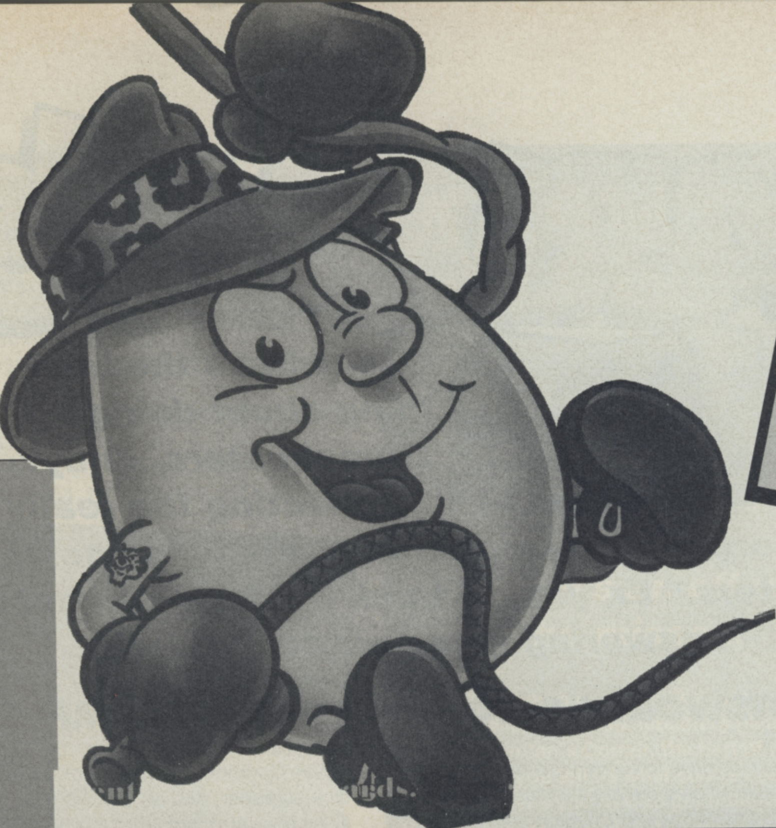
LEVEL 4

CODE: 2010

From the start: U • R • D • R • U • Collect CRYSTAL • D • L • U • L • D • Talk to MAN (*Crystals? Puzzles? Could it be Richard O'Brien? – Ed*) • Collect all TREASURES • R • R • R • Drop TREASURES in catapult • R • Collect SALT • U • U • Collect ICE • R • D • Get HEART • D • R • Get PARACHUTE • L • U • U (RIGHT-hand side) • Drop SALT on frozen crown and collect it • D • L • D • L • Drop ICE in water • Get CHALICE • R • U • U • Drop CROWN and CHALICE • R • R • Jump on to cloud and collect SWORD • Drop DOWN • L • U • U • L • Drop PARACHUTE • Get CROWN and CHALICE • L • Drop CHALICE in left space • Drop CROWN in middle space • Drop sword in right hole • Speak to MAN to complete the level and the game! Celebrate with mucho gusto and invite the crew around to the party to thank us for printing such a superb solution.



LEVEL 4

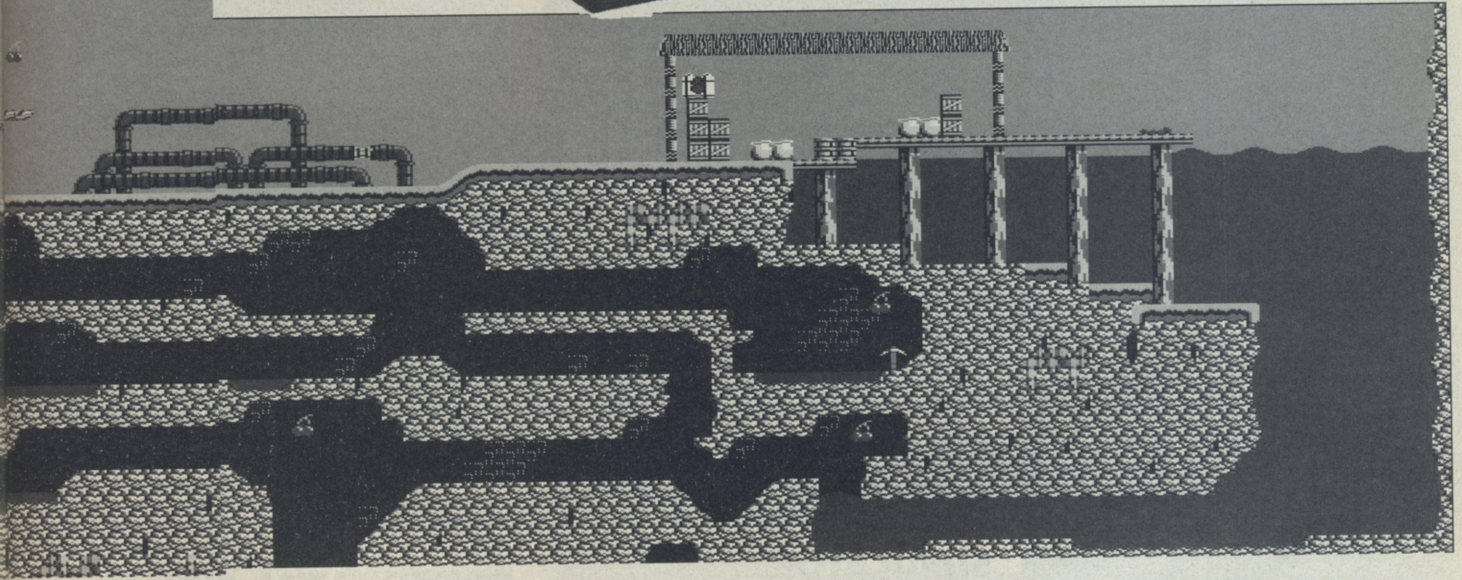


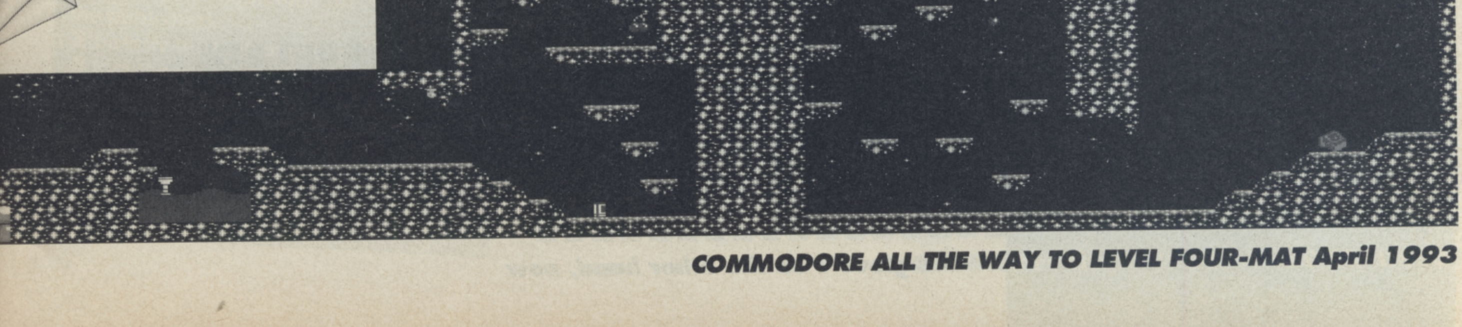
ACTION REPLAY POKES FOR THE HOPELESS CASES

If the maps, solutions, and codes weren't enough to get you through the game, here are some easy-to-use cartridge POKEs (for gutless wimps only).

`POKE 39127,173` – Infinite chances
`POKE 39169,173` – Infinite lives

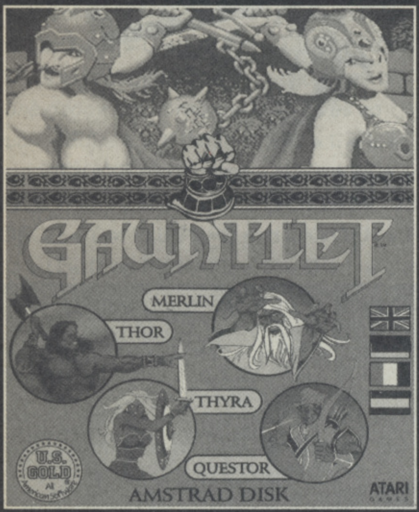
LEVEL 3





SAMARITAN'S CORNER

So, what's the best thing about doing Gamebusters, Andy? "Collecting the really interesting stamps that come on some of the letters." Er, yes... I think it's time you got on with answering some readers' queries.



GAUNTLET 1 & 2

US Gold/Kixx

Here are a couple of well smart listing POKEs, as requested by Stuart Atkinson, Charlie and Jared and Robert Madden. You know the score, just type in the relevant listing, SAVE for future use, then type RUN.

```
0 REM GAUNTLET CHEAT BY WAZ
1 FOR X=276 TO 315:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5431 THEN PRINT "DATA
ERROR":END
3 SYS 62806:POKE 1046,240
4 DATA 169,000,141,024,184,141,150,187
5 DATA 169,234,141,191,194,
141,192,194
6 DATA 141,193,194,141,123,
196,141,124
7 DATA 196,141,125,196,141,
008,171,141
8 DATA 009,171,141,010,171,
076,020,009
```

```
0 REM GAUNTLET 2 CHEAT BY WAZ
1 FOR X=528 TO 573:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>4622 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 531
4 DATA 087,065,090,032,086,
245,169,027
5 DATA 141,208,008,169,058,
141,209,008
6 DATA 076,016,008,169,032,
141,048,043
7 DATA 169,053,141,049,043,
169,002,141
8 DATA 050,043,076,003,042,
238,032,208
9 DATA 169,096,141,231,154,096
```

POTSWORTH & CO

HiTEC

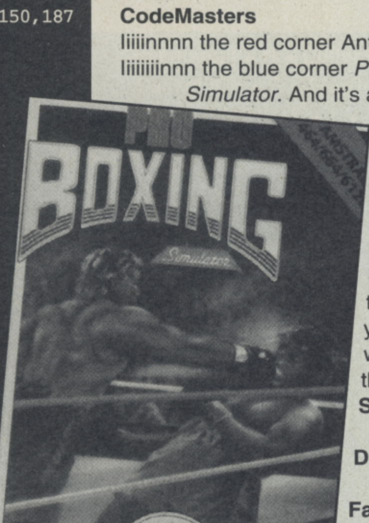
Why softies have to convert this new-fangled nonsense when there are still classics like *Mary Mungo and Midge* and *Charlton and the Wheelies* calling out for platformer treatment is beyond me. Still, the game's pretty good but if you're in need of assistance like James Pratt, Peter Reynolds and David Klepacz, either seek out a BBC *Watch With Mother* video and discover some decent kid's cartoons or try this infinite lives listing.

```
0 REM POTSWORTH CHEAT BY WAZ
1 FOR X=384 TO 416:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3512 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 384
4 DATA 032,086,245,169,032,141,090,003
5 DATA 169,152,141,091,003,169,001,141
6 DATA 092,003,076,167,002,087,065,090
7 DATA 238,032,208,169,096,141,122,163
8 DATA 096
```

PRO BOXING SIMULATOR

CodeMasters

Iiiiinnnn the red corner Antony Proctor. Iiiiiiiinnn the blue corner *Pro Boxing Simulator*. And it's a bit of a mismatched fight 'cos Antony's proving be a real feather weight. So, to help him, and any fellow sufferers, out, here's a list of the passwords you'll need if you want to skip on to the higher levels.

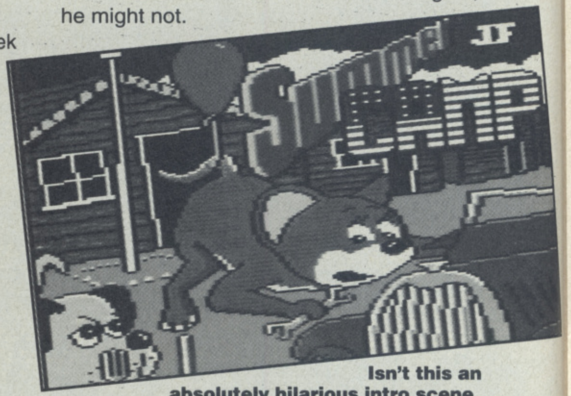


Steady Eddie:
PARTY
Dirty Larry:
TALON
Fast Freddie:
SWORD
Ronnie Razor:
LUCKY
Deadly Dan:
UNION

SUMMER CAMP

Kixx/Thalamus

Jason Coombe is a little stuck on this funky flick-screener, and he doesn't mind admitting it. As a reward for his total lack of pride, he might like to try typing CALAMITY on the high score table for infinite lives. But then again, he might not.



Isn't this an absolutely hilarious intro scene picture. Our sides were splitting when we saw this one. It's up there with other works of comic genius – like Little and Large.

CONTINENTAL CIRCUS

Virgin/Tronix

This *Pole Position* variant is driving Mayur Raud and Andrew Peel round the bend – unintentional pun (*Good job, too. Puns like that are a sackable offence – Ed*). So they could do a lot worse than try this infinite time POKE (like watching *Home and Away*, for example).

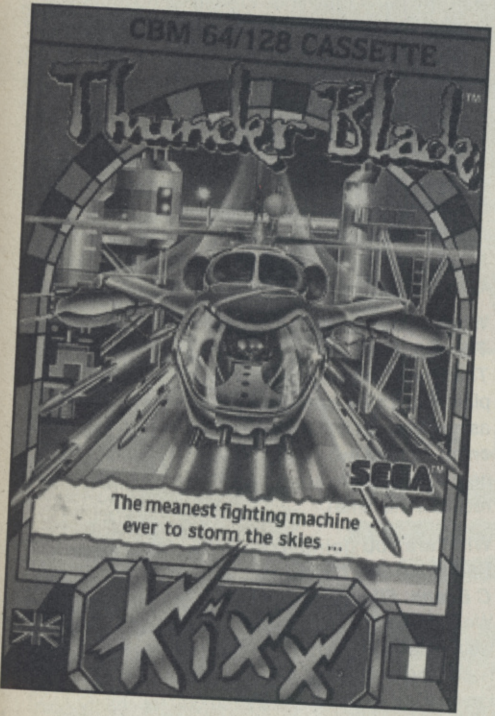
```
0 REM CIRCUS CHEAT BY WAZ
1 FOR X=384 TO 410:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>2912 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 384
4 DATA 032,086,245,169,076,141,096,003
5 DATA 169,149,141,097,003,169,001,141
6 DATA 098,003,076,081,003,206,229,137
7 DATA 108,253,000
```

THUNDERBLADE

US Gold/Kixx

Clark Wilson, Tom Rans, Mark W (*hey, trendy name ahoy! What are you? A club DJ or something? – Ed*) and Andrew McCombe wrote in for an infinite lives cheat for this chopper-orientated blaster (*and we're not* going to use any hideous Americanisms like *'oriented' here! 'Oriented' sounds like your doing your house out with paper walls, straw matting and geisha girls – Dave*). If that's what would make your life complete too then either seek professional help or type in the following listing and RUN it.

```
0 REM THUNDERBLADE CHEAT BY WAZ
1 FOR X=3584 TO 3681:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>9681 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 3584
10 DATA 032,086,245,169,040,141,208,008
11 DATA 169,054,141,209,008,076,016,008
```



And I bet you thought we were going to print a picture of an apache like we did in *CF*21, *CF*24 AND *CF*30! Hah! (Actually, we wanted to, but we've gone and lost it.)

```
12 DATA 169,032,141,032,004,169,014,141
13 DATA 033,004,076,166,005,087,065,090
14 DATA 173,000,005,201,048,208,011,169
15 DATA 173,141,060,033,141,087,051,141
16 DATA 062,053,201,049,208,011,169,173
17 DATA 141,018,033,141,179,047,141,154
18 DATA 049,201,050,208,011,169,173,141
19 DATA 183,032,141,043,047,141,018,049
20 DATA 201,051,208,011,169,173,141,202
21 DATA 031,141,068,046,141,042,048,076
22 DATA 000,016
```

SIX STEPS TO RAPTUROUS JOY

1 Get hold of a postcard or sealed-down envelope.

2 Jot down the name(s) of the game(s) you're stuck on (include the name of the publisher).

3 Specify the type of cheat you'd prefer.

4 Include your name and address.

5 Stick a stamp on the front and post it to: Samaritan's Corner, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

6 Inherit a fortune (maybe).

SAMARITAN'S CORNER

SPECIAL

Coming soon... 10 whole pages devoted to sorting out your gaming troubs! It's an offer not to be missed!

Every month our Andy Roberts answers your Gamebusters pleas in Samaritan's Corner, the part of the mag where you tell us what you're stuck on and we tells you how to get unstuck. However, working with a maximum of two pages per month, there's no way he can help everybody. So each month his pile of postal pleas grows and grows.

And that's why we've decided to dedicate ALL of Gamebusters in *CF*35 to answering your requests. If that means getting a listing written, finding new solutions or even re-running stuff from our very early days, we'll do it. Anything to help you beat that darned game that's giving you jip.

Andy already has a pretty shrewd idea of the most troublesome games, from the mountain of mail he gets each month. But if you haven't written yet, don't fret, we've prepared one of those dapper little form thingies. All you have to do is fill it in (or photocopy it, or even copy it by hand – but try to use a ruler, at least) and send it to us so that you can finally give that game the beating it deserves.

It'll take us a month or two to collate the coupons and letters, then find the solutions, so we're going to have to ask you to get your requests in pretty sharpish, by May 4th, in fact. But that'll give us time to get everything ready for *CF*35, when you'll find all your gaming problems (well, as many of them as we can cram into 10 POKE-packed pages!) solved. So do the write thing (*I love that gag – Ed*) and get scribbling to our Sam's Corner Spesh'. The sooner we get your letters, the sooner we can get busting.

WHAT TO DO...

- Either cut out, copy or photocopy the form below.
- Fill in all the bits relevant to your particular problem.
- Stick it in an envelope and send it to us at the address below.
- Make sure it gets here by May 4th.

Send you completed forms to:
SAM'S CORN' SPESH'
COMMODORE FORMAT
30 MONMOUTH ST
BATH, AVON.
BA1 2BW.

SO, WHAT'S YOUR PROBLEM?

YOUR NAME:

YOUR ADDRESS:

GAME TITLE:

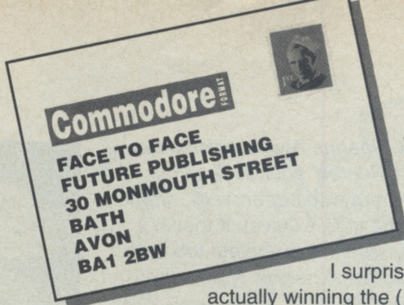
PUBLISHER:

TAPE ☐ **DISK** ☐

WHAT KIND OF CHEAT DO YOU WANT?

- **ACTION REPLAY** ☐
- **LISTING POKE** ☐
- **CHEATS** ☐
- **MAPS** ☐
- **RESET POKE** ☐
- **CODES/PASSWORDS** ☐
- **TIPS** ☐
- **SOLUTION** ☐

May we our fifth victim please? Name? Kelly Sumner. Occupation? Managing Director, Commodore UK. Your chosen-for-you subject? Questions set by CF readers. And your page starts, now...



Commodore FORMAT
FACE TO FACE
FUTURE PUBLISHING
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FACE TO FACE

Life's tough at the top. Just ask Kelly Sumner. Ah, but you've missed your chance now. We gave you the opportunity to ask the man at the head of the UK division of Commodore – the company that produces your favourite computer – whatever you like, and no-one asked whether it was tough! Good job too, really. It's a rubbish question, and he's hardly likely to deny it. But here are the (with one exception) much better questions you did come up with:

Why don't you give the C64 as much exposure as the Amiga? Are you trying to kill it off?
Michael Bather, Wirral.
The reason we do not give as much marketing budget to the C64 as the Amiga is purely commercial. The return of advertising the Amiga is far greater than the C64. I assure you we are not trying to kill the product off. In fact we already have it ranged in all the major catalogues for Christmas '93.

Why is Commodore called Commodore?
Andrew Tennington, Norwich.
I have no idea. Unfortunately the founder Mr Jack Tramiel is no longer with Commodore so I cannot ask him.

Did the C65 ever exist?
Martin Tudge, Windsor.
Yes. The C65 project did exist but the product was never released commercially which is sad because I personally would have liked to have seen the product in the UK market.

How many C64s have been sold world-wide over the years?
M Otterbury, Sevenoaks.
I estimate that we have sold something in the region of four million C64s in the UK and approximately 15 million world wide which is an awful lot of C64s.

> **"I estimate that we have sold 15 million C64s world-wide."**

How long are you going to keep selling them?
Clare Fisher, Milton Keynes.
We are going to continue selling the C64 as long as it is commercially viable. There may come a day when this may not be the case in England but could well be the case in the developing countries. I believe there will always be a market somewhere for a low-cost entry-level home computer.

Do you ever play computer games?
Neil J Harrison, Newcastle.
No, I never play games apart from when I was asked to play *Humans* on Channel 4's *GamesMaster* TV show. And I surprised myself by actually winning the (*throbbing? – Ed*) Golden Joystick. I can assure you this was more luck than judgement.

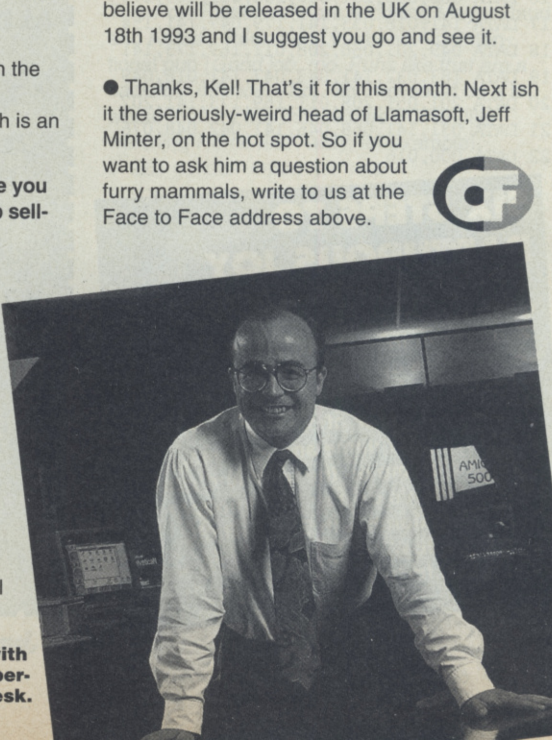
When you launch a computer how come there are already games available for it?
F Turner, Orpington.
We try to work with the developers to ensure that when our machines are launched on to the market there is software support and our emphasis in this area is greater now than ever before. The main reason is that quite frankly the machine is nothing unless is it supported by the depth of good quality software. Sometimes we do not always meet our expectations as far as software is concerned, because the developers generally need eight months to one year to develop a game and it is not always feasibly possible to give them the information they need that early.

What's your favourite film?
T Smith, Bath.
The Great Escape. Unfortunately people complain that it's on every Christmas but I can assure you, as it is my favourite, it hasn't been on for at least two years. I'm eagerly waiting for next Christmas to see it again (maybe I will record it this time).

What are you going to be doing for Red Nose Day?*
C Evans, Flint.
We have a red nose attached to the building and we are selling an A1200 Red Nose pack. It is hoped by Red Nose Day that Commodore will have raised something like £250,000 for charity via the pack. Of course, I will be wearing the nose on the day (*what, the building nose? – Clur*).

What was the last book you read?
M Olsworth, Battersea.
Jurassic Park, which I thought was an excellent book, but it did take about 100 pages before I could really get into it. In fact, at the moment Steven Spielberg is finishing off the film which I believe will be released in the UK on August 18th 1993 and I suggest you go and see it.

- Thanks, Kel! That's it for this month. Next ish it the seriously-weird head of Llamasoft, Jeff Minter, on the hot spot. So if you want to ask him a question about furry mammals, write to us at the Face to Face address above.



Kelly Sumner with his hands super-glued to a desk.

*** Okay, for you it may have been and gone, but this interview was done before the event. So get off our backs (if you were going to get on them, that is).**

SCHWING LOW!

GRANDSLAM
VIDEO LIMITED

Nick Faldo's Championship Golf* is a veritable albatross of a golf sim. We're talking four shots clear of your average pixel pitch and putter. It looks great, it's fast, it's brilliant to play and it's as close as you can get to the real thing without pulling on silly trousers and walking around a field.

That being said walking around a field with a decent set of clubs isn't that bad. You get to stroll through scenery that would shame your average stately home, play a relaxed but highly skillful game for a couple of hours, enjoying the fresh country air with gentle summer sunshine beating down… (*Okay, get to the point – Ed*).

What's to stop you nipping out and trying to become the next Nick Faldo? The cost probably. Clubs cost a fortune – unless you happen a) to be a *CF* reader, b) you enter this compo and c) you win! Because then, courtesy of those rather smart peeps at Grandslam you'll be the owner of a full set of the very best clubs (junior size) from Mizuno UK range.

What have you got to do to win? Well, first there's the traditional three questions, and then we want you to design the most ultimately unplayable golf hole ever imagined!

PART ONE:
THE QUESTIONS

1 England's current top golfer is calledNick…?
a) Bilbo
b) Faldo
c) Frodo

2 Europe's and America's best golfers compete for the…?
a) Gandalf Cup
b) Ryder Cup
c) Aragorn, son of Arathorn, Cup.

WIN!
A FULL SET OF JUNIOR GOLF CLUBS!

3 The PGA Masters. the world's most important golfing tournament, is played at which golf course?
a) Helms Deep
b) Augusta, Georgia.
c) Lothlorien

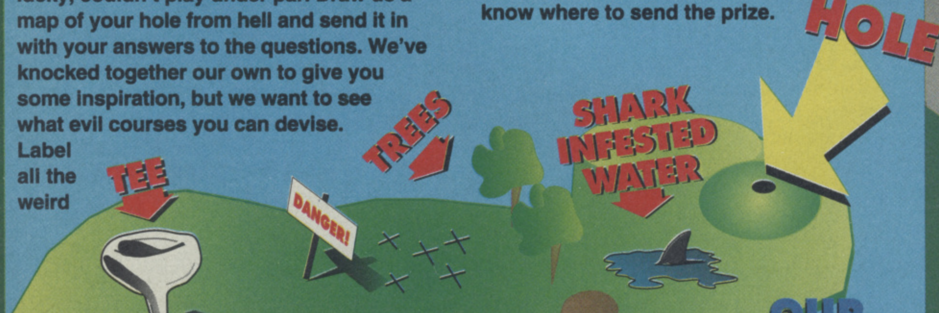
Hold on! Before you send off those answers, check out the box below or won't stand a chance of winning!

PART TWO:
THE TIEBREAKER

This is the bit where we test your golfing knowledge and outright nastiness. We want you to design the ultimate golf hole, a hole that even Nick Faldo, on a good day, at the peak of his form and even being incredibly lucky, couldn't play under par. Draw us a map of your hole from hell and send it in with your answers to the questions. We've knocked together our own to give you some inspiration, but we want to see what evil courses you can devise. Label all the weird bits so we know what they are, then send your entry, to get here by May 4th, to:

'Schwing Low Compo', *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW

Don't forget to tell us your name and address, so that when Dave's dad (he's the only one of us who knows anything about golf) judges the compo he'll know where to send the prize.



RULES AND THINGS

Employees of Future Publishing, Mizuno UK, Grandslam Video and anyone mentioned by name in the series *Clive James' Fame In The 20th Century* are not allowed to enter this competition*. The editor's decision is final and no correspondence will be entered into. By the way, the clubs shown in the illustration are not the actual prize (you'll be getting the junior set which are just as excellent).

***With the exception of Elvis, Madonna and Douglas Fairbanks Snr.**

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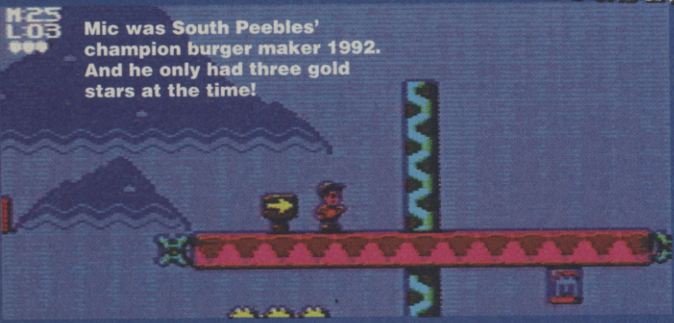
SPECIAL SOUVENIR McPULLOUT



Mic was South Peebles' champion burger maker 1992. And he only had three gold stars at the time!

MAKE YOUR OWN MCDONALD'S MEAL AT HOME. (WELL SORT OF...)

Being a fan of all things Americana Clur reckons she is dead good at cooking burgers. So we asked her to prove it. And she did...

BEEFBURGERS

1 lb extra lean, ground beef
1 medium onion (ie, bigger than a golf ball, but not as big as a hand grenade), chopped finely (well finer than just cutting it in half)
Worcestershire sauce
1 small egg (free range of course)
A handful of fresh bread crumbs

Mix all the ingredients together and knead it lots (like you would bread – what d'you mean you've never made bread? Look, just ask someone who has, right). When you get bored of squashing the meat between your fingers, divide the gunge into four and mould the quarters into burger shapes. Brush the burgers, top and bottom with oil (that's cooking oil not the dregs from the sump in your car). Then put them under a pre-heated grill to cook (grill them don't fry them – it's much healthier that way). Grill them for 10 to 12 minutes, turning them every couple of minutes until they're cooked all the way through. Serve the burgers in sesame seed buns with salad and relishes. *(Oi, you didn't put those in the ingredients! I've gone and made 'em now and got nothing to stick 'em in! – Dave.)* (*I could suggest some places you you stick 'em! – Clur.*)

BANANA MILKSHAKES

2 ripe bananas (NOT green ones – they'll make it look like the milk's gone mouldy)
1 pint of cold fresh milk
2 scoops of vanilla ice cream

Chuck everything in a food processor or liquidizer – make sure that you put the lid on properly or else you'll have one hell of a mess to clear up afterwards. (*You sound like you're speaking from experience – Ed*). Whizz it all around for a few seconds then serve ice cold in big glasses, with bendy straws, whipped cream and grated chocky bits sprinkled on top .

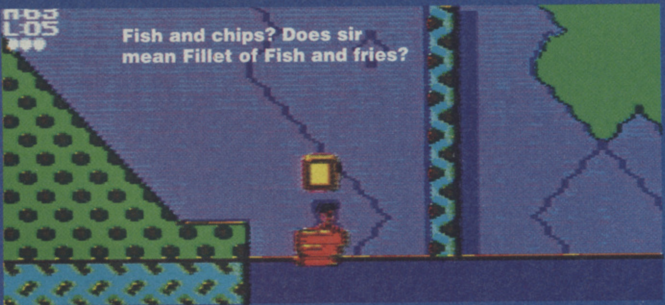
FRIES

Washed potatoes
Black pepper (*bit short, this one – Ed*)

Now this one involves the deep fat fryer which in the wrong hands can be lethal. So if yours are the wrong hands get someone older to do the frying bit for you. Right, on with the recipe.

Leave the skins on the potatoes – they're better for you that way, and taste nicer too (*fine by me, the less work the better – Ed*). Chop them into chip shapes (careful with that knife) and put them in a bowl. Add freshly-ground black pepper to taste, then stir it all around. Now get someone else to do the frying for you and sit around with a cup of tea and a Mr Kipling Chocky Fudge Slice while it comes up to temperature.

The secret of good chips is to fry them twice – this seals the chip and reduces the amount of fat the chips absorb (yet more healthy eating tips from *Commodore Format*, the mag that takes care of both your 64 and your diet). Fry them first for three or four minutes until they're golden, then lift the basket out of the fat. Wait for the fryer to come to temperature again then dunk the chips back in 'till they're fully cooked. Yum!



Fish and chips? Does sir mean Fillet of Fish and fries?

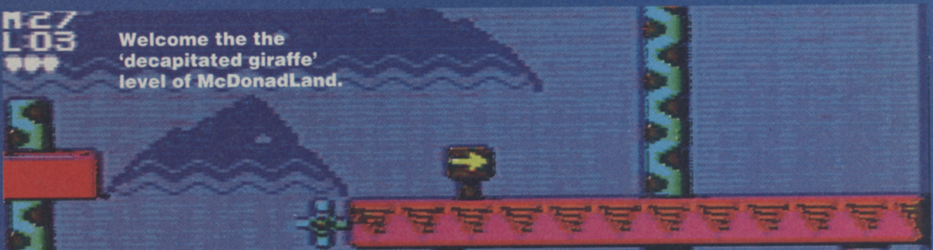
TOMATO AND SWEETCORN RELISH

1 finely chopped onion
1/2 lb skinned and chopped tomatoes
1 small tin of sweetcorn, drained
1 garlic clove chopped finely or squashed with a big hammer (stamping on them then scraping them off the floor won't work too well)
1-2 tablespoons of wine vinegar
Salt to taste

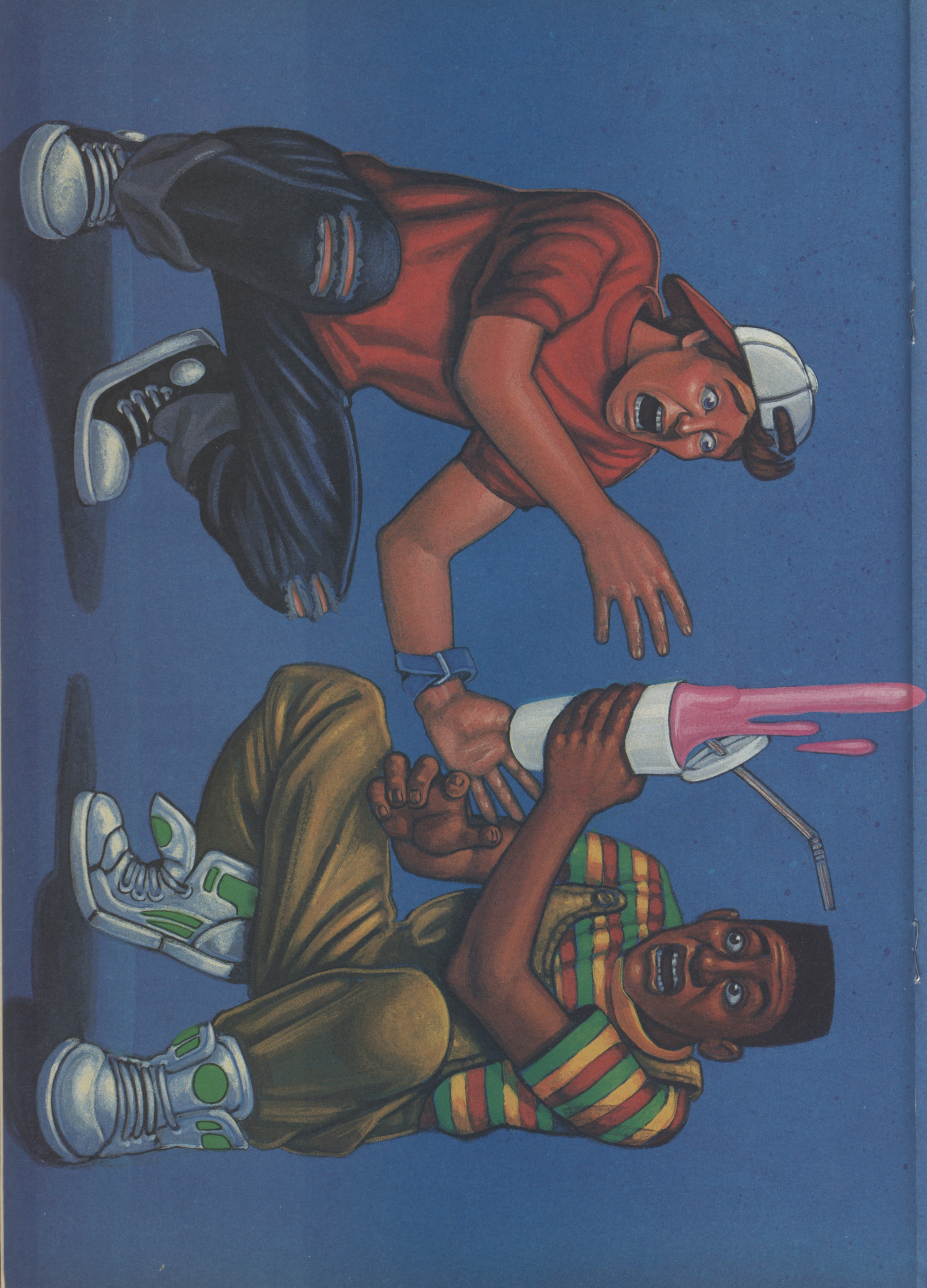
Simply mix everything together in a bowl and leave it in the fridge until you need it (unless Dave is around in which case keep it in a refrigerated safe until you need it).

THE BLUE PETER-TYPE BIT THAT SOUNDS REALLY PATRONISING (BUT IS DEAD SENSIBLE, ACTUALLY).

Now children, do remember not be tempted to use the fryer, grill or any kitchen equipment on your own. These can be very dangerous in the wrong hands, so make sure that you get a grown up to help you with the hot and sharp things. That is the end of this public service announcement.

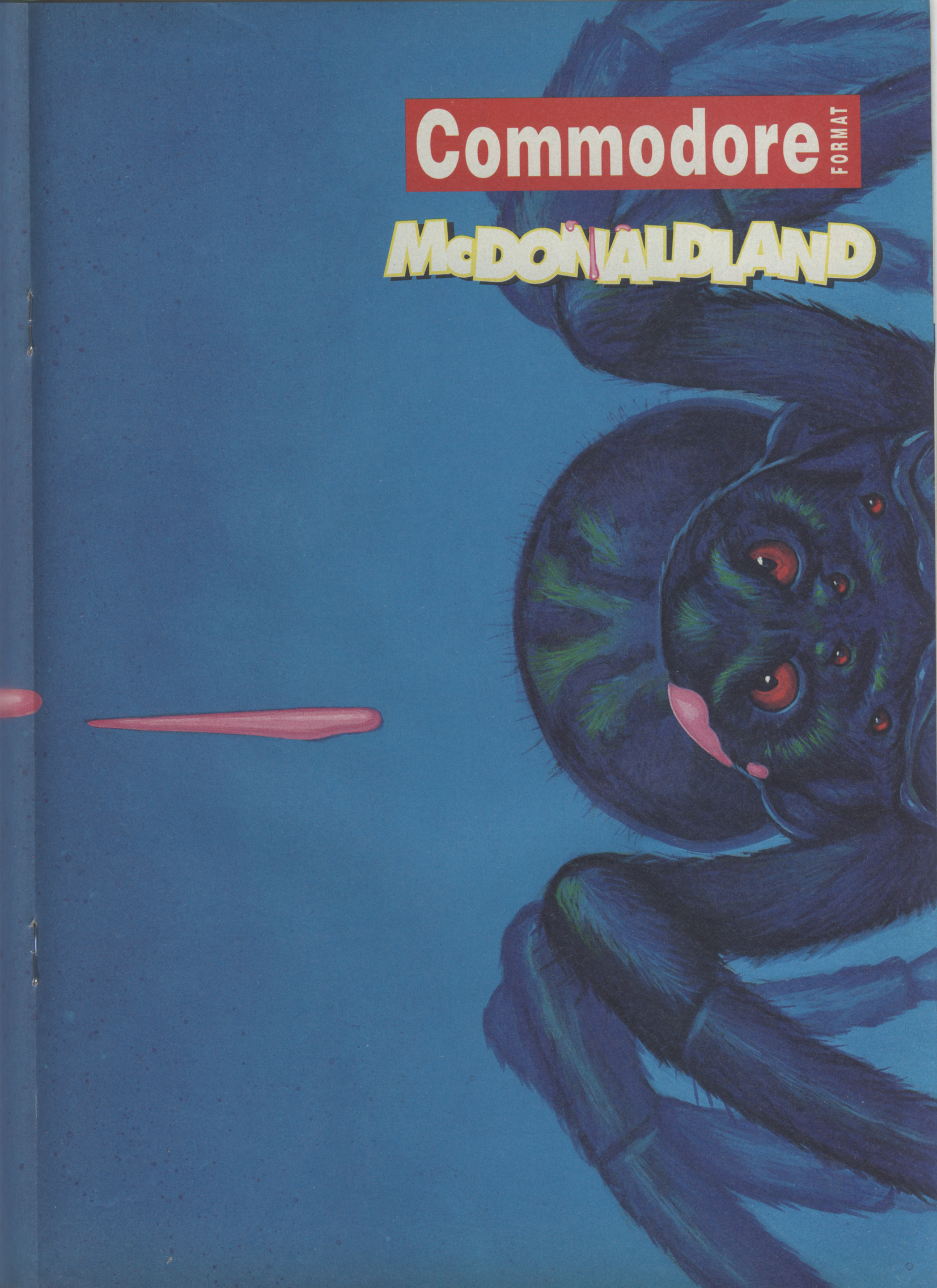


Welcome the the 'decapitated giraffe' level of McDonadLand.



Commodore FORMAT

McDONALDLAND



SPECIAL SOUVENIR McPULLOUT

Twoallbeefpattiesspecialsaucelettucech

GREEN THINGS

No, we're not talking about the lettuce or gherkins. McDonald's make an effort to be kind to the environment. They organise competitions in conjunction with the Keep Britain Tidy campaign, their packaging is now made out of CFC-free materials and recycled paper and card is used as often as possible.

A FEW THINGS ABOUT McDONALD'S FOOD THAT YOU ALWAYS WANTED TO KNOW BUT WERE TOO BUSY STUFFING YOUR FACE TO ASK...

Because food's his favourite subject we were going to get Dave to do this bit, but his mouth was watering so much he was hopeless. So Clur got the job of chatting to the McPeeps in the paper hats instead...

So how did it all start then?

The very first McDonald's restaurant was opened in San Bernarino, America. Two brothers, Mac and Dick McDonald, ran a small hamburger restaurant with eight Multimixer milkshake machines. It was the inventor of these five-in-one machines who eventually persuaded the McDonald brothers to expand their business. In 1961 the inventor, Ray Kroc, bought out the rights to the name for £2.7 million.

Where do you make all the food?

All the beef that is used today in UK restaurants comes from British-bred cows. The patties are actually formed in a factory in Milton Keynes

Hang on, that's the place that's famous for its concrete cows, isn't it? Is there any connection?

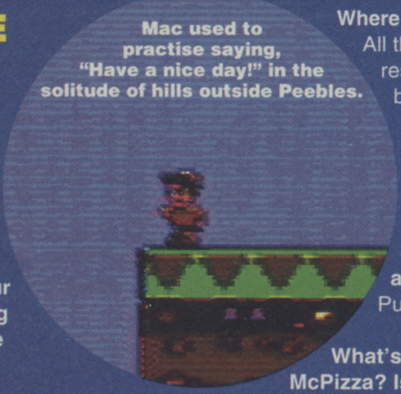
Purely coincidental I'm afraid.

What's all this I hear about the McPizza? Is it true?

It's an idea we had way back in 1990. It's now been put on the menu in a restaurant in East Anglia on a trial basis, so pop down there if you fancy a taste.(*Er, it's a bit far for us here in Bath, but thanks for the offer – Ed*).

Why don't you have a vegetarian burger on the menu?

McDonald's do have a history of catering for the meat eater. However, a vegetarian-style burger has been put on trial in Holland (*why Holland – do they have have a high rate of rabbit food munchers or something? – Dave*), and we are looking into introducing them in the UK, as vegetarianism seems to be a growing trend in this country.



Mac used to practise saying, "Have a nice day!" in the solitude of hills outside Peebles.

In his dreams he saw a great glowing 'M' that was stranded halfway up a mountain. His psychiatrist said it was to do with his childhood.

WHERE IN THE WORLD?

McDonald's are a world-wide phenomenon. Look they've even got restaurants in: Poland, Monaco, Brunei, Morocco, Indonesia, Portugal, Greece, Uruguay, Martinque, CIS, China, Chile, South Korea, Hong Kong, Singapore and of course Hungary!

There's also a McDonald's at the North Pole – more specifically at Santa Clause Lane, Alaska. The largest McDonald's to date is in Pushkin Square, Moscow which seats up to 900 people. The fastest-ever built McDonald's was a Drive-Thru in Killenbeck which opened last year. From the first shovel of dirt to the fist shovel of fries served took only nine weeks. There's also one travelling restaurant – it serves passengers on the Swiss Federation Railway.

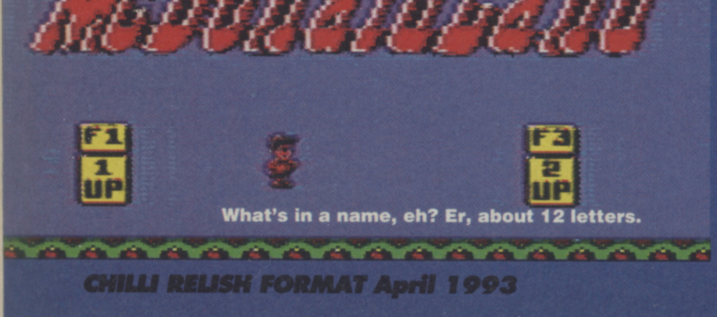
Mic could play *McDonadLand* standing on his head.

AND IF YOU WERE WONDERING...

That incredibly long word at the top of the page was actually part of an advertising drive that McDonald's had a few years back. What happened was that if you could go into a McDonald's and say the whole phrase perfectly, without stammering, making a mistake and without taking a breath in the middle you were entitles to a free... er something. Unfortunately nobody in the office can quite remember what it was. But it probably involved food... or drink.

WE WERE THERE FIRST

McDonald's were the first to come up with the idea of the Drive-Thru. The first ever franchise in Des Plaines is now a museum, complete with 1955 cooking utensils and the original McUniform.



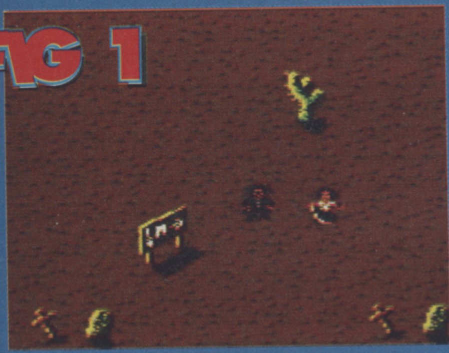
What's in a name, eh? Er, about 12 letters.

THE SECRET OF SEUCKCESS

PART 2

Offering more tips than a particularly huge economy size pack of PG, Jon Wells concludes our two-part *SEUCK* masterclass. If you've got Shoot-'Em-Up Construction Kit *then this is ESSENTIAL reading; and if you haven't, well, 'erm, it's still darned smart!*

FIG 1



THE PLOT THICKENS

That first, inspired idea is one of the hardest - and most important - parts of any game's development. If it's to capture the imagination of players then it must be as original as possible. Your game may be a shoot-'em-up – after all you are using *Shoot-'Em-Up Construction Kit* (*SEUCK*) – but that doesn't mean you have to limit yourself to space, guns and laser death.

Why not write a game where you're climbing up a building which is on fire? The plot would be to rescue people from the windows, your 'weapon' being a water cannon that douses flames as well as blasts enemies.

If you're doing a two-player game, why not introduce a female character to complement the male? (*Oi, this sounds very sexist – Clur.*) The game *Outlaw* (See Fig 1), which is included with *SEUCK*, is an excellent example of this. Remember, shoot-'em-up is a title that should describe your game and not limit it.

SWAP SHOP

When you're using the Sprite Editor in *SEUCK* your sprites can be drawn in three colours; two multi-colours and one character colour. For the character colour you can choose any one of the 16 that the C64 has to offer. Your choice of 'multi-colours' though, is a little more restricted. This is because the Video Interface Chip (known to its mates as VIC) only allows one 'character' colour per sprite. As single-colour sprites would look dull, though, *SEUCK* allows you to 'cheat' and use two 'multi-colours' as well.

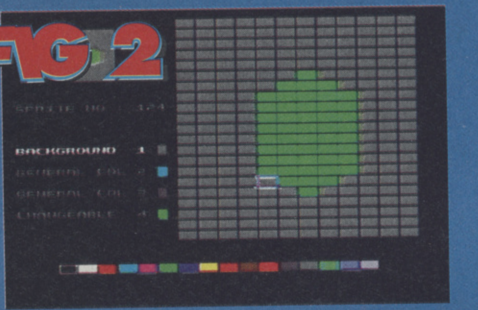
It's important to remember the restrictions of working with multi-colours. In this mode the C64 will only use two multi-colour pointers for all its sprites. What this means is that the two multi-colours have to stay the same for each and every sprite, (this also applies to BACKGROUND character graphics). So for maximum choice and effect, ensure that the multi-colours you choose contrast, so that, for example, one is dark while the other is light.

ALONE IN THE DARK

Always draw your sprites with a dark surrounding, as this makes the sprite look less blocky. As an experiment select green as your 'changeable' colour and draw a solid circle to represent a sprite (Fig 2).

At this stage the 'sprite' will look blocky. Now draw a dark grey colour around the outside of the sprite (Fig 3). Notice the difference? Now, try drawing a small circle of light grey or white in the top left-hand corner to simulate light (Fig 4).

FIG 2



SPRITE NO : 124

BACKGROUND 1

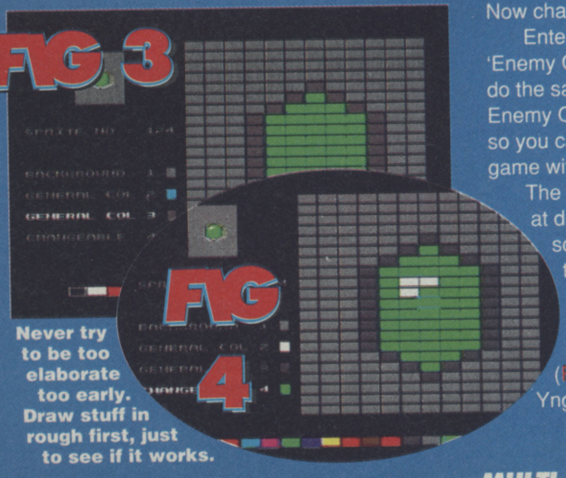
GENERAL COL 2

GENERAL COL 3

CHANGEABLE 4

FIG 3

FIG 4



SPRITE NO : 124

BACKGROUND 1

GENERAL COL 2

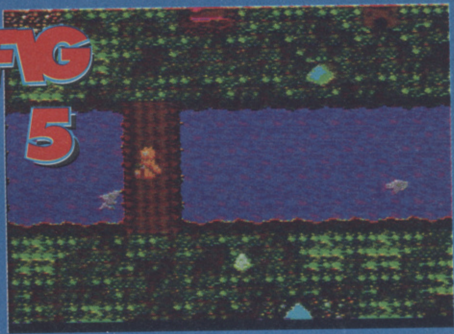
GENERAL COL 3

CHANGEABLE 4

Never try to be too elaborate too early. Draw stuff in rough first, just to see if it works.

As a general rule, try to keep your sprites simple and don't be tempted to use high levels of colour and shading. Too much detail always makes them look messy.

FIG 5



WHAT'S THE OBJECT?

This is used to make all the 'characters' in your game. Not every character has to be out for your blood or form part of an attack wave. You can use the Object Editor to make either pick-ups or background animations (torches, smoke from houses, etc).

Using the Object Editor, it's possible to simulate sideways scrolling. To do this you can treat background objects as if they were enemy bullets. For example by turning a tree into an enemy bullet we can make it scroll across the landscape. First create a tree. Then create 'Enemy One' as a filled-in sprite. Select the 'fire type' as left, and then for the Bullet Object select the tree. Set the Bullet Speed to one and copy the Bullet Object (the tree) to enemy two. Now change the Bullet Speed to two.

Enter the Attack Wave Editor and store 'Enemy One' at the far right of the screen. Now do the same for Enemy Two and store it below Enemy One. Blank the enemy sprite graphics so you can't see them on-screen and run the game with your level on STILL.

The 'tree' bullets will move from right to left at different speeds, simulating a sideways-scrolling effect. (You may have to alter the fire rate at which the bullets appear to get the effect spot on). This method was used in the Power Pack game *Monster Mash* for the jumping fish (Fig 5) and was first invented by Alf Yngve, so he should get all the credit.

IN THE BACKGROUND

These should be designed with great thought, as there is an option in the Player Limitation Screen to either kill or stop your sprite on contact with various backgrounds. So sloppy backgrounds can make games unplayable.

The first colour checked by the C64 when drawing a screen is the background colour (the Dark Blue that you first see when you reset your machine is the default background colour) and this is considered to be the first colour in the palette. Next in line are the two multi-colour shades, and like the sprites they must stay the same throughout the entire game.

The 'changeable colour' is stored fourth, but for backgrounds it can only be selected from the first eight colours of the palette and not all 16. This is because eight are used for hi-res single colours, while the other eight are the preserve of the multi-colour mode. Unfortunately *SEUCK* doesn't utilise hi-res colour mode.

It's wise to choose your two multi-colours from the 'other' eight colours in the palette. For example, it would be a waste to choose white as the light multi-colour because you can select white as a changeable colour anyway. You'd be better off with light grey or green instead.

SPACED OUT

There's a specific trick that works with the black backgrounds commonly used for a space games. Select the changeable colour as black throughout the game. This allows you to use the background colour as a 'real' colour, and it can be any of the 16 colours in the palette. This does mean, though, that you'll be limited to the same three colours for the whole level!

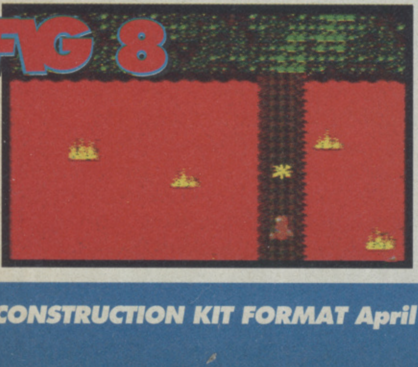
PLAYER LIMITATIONS

I say, I say, I say. When is a shoot-'em-up not a shoot-'em-up? When you've fiddled with the player limitations! (*Erm, is that a joke, I don't understand – Ed.*)

You can turn your blaster into slasher just by tweaking the Bullet Duration. With this feature you can make your player 'appear' to use a short range weapon – eg, a sword, whip, dagger, club or fire (as in *Monster Mash*), rather than the traditional 'long range' gun (Fig 8). The lower the number of the Bullet Duration, the shorter distance your weapon (the bullet) will travel.

As an experiment, create a male/female sprite and then create a sword 'sprite' which will be the Bullet Object. Set the Bullet Speed to two and the Duration to about seven. Then, when you play the game, your character will appear to be swiping with the sword instead of shooting it. You may have to alter the speed or duration to get the best effect but the principal remains the same.

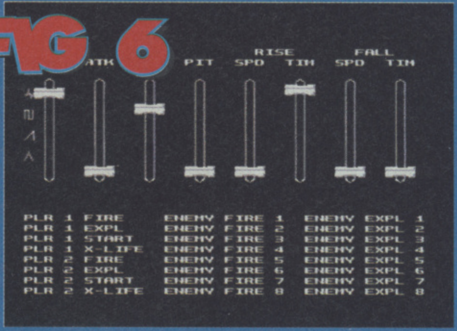
FIG 8



SOUNDS GOOD

The accompanying blasts, blips and blatts of a *SEUCK* game are easily made with 'The Kit' – once you know what the abbreviations mean and what functions they describe (Fig 6).

FIG 6



```
                          RISE       FALL
    ATK         PIT    SPD    TIM    SPD    TIM

PLR 1 FIRE       ENEMY FIRE 1    ENEMY EXPL 1
PLR 1 EXPL       ENEMY FIRE 2    ENEMY EXPL 2
PLR 1 START      ENEMY FIRE 3    ENEMY EXPL 3
PLR 1 X-LIFE     ENEMY FIRE 4    ENEMY EXPL 4
PLR 2 FIRE       ENEMY FIRE 5    ENEMY EXPL 5
PLR 2 EXPL       ENEMY FIRE 6    ENEMY EXPL 6
PLR 2 START      ENEMY FIRE 7    ENEMY EXPL 7
PLR 2 X-LIFE     ENEMY FIRE 8    ENEMY EXPL 8
```

- WAVEFORM – the type of sound effect you are using, these are from top down: RANDOM NOISE for explosion effects; PULSE and SAWTOOTH for siren effects; TRIANGLE for whistles and flute effects.
- ATTACK – determines how fast the effect rises to its highest peak and DECAY determines how fast the effect falls from this peak.
- PITCH – determines the frequency, or the shrillness, of the effect.
- RISE – is the effect where a sound starts at a selected PITCH and then rises until it reaches a high point. Then, it and returns to the starting pitch and repeats the cycle. This is reversed for the FALL option.
- SPEED determines how fast the PITCH increases or decreases.
- TIME determines how long an effect runs before moving to the opposite effect, such as jumping from RISE to FALL to RISE again.

It's easier to get your head around with an example, so here goes. To simulate a police siren you'd select the PULSE waveform then move the ATTACK and DECAY sliders to the top. The PITCH should be in the middle and both SPEEDS must be set to slow (about 1cm off the bottom). Move both TIMES settings to an equal point on the scale. The combination of these controls should create a wailing sound that rises and falls like siren.

UNDER ATTACK

When planning how to kill your player it's worth remembering that if you position too many enemy sprites on-screen at one time, then this will cause 'sprite flicker'. This happens because the VIC chip can only position a maximum of eight different sprites on screen at once. "So how come I've seen *SEUCK* games with 32 sprites on screen at once then?" I hear you cry!

A FEW EXTRA TIPS

- **Work out what's so good about your favourite games and try to include these elements in yours – but don't resort to copying, 'cos that's just too sad.**
- **Ensure at least one new enemy appears on every level. If all the enemies are on the first level there's little incentive to play on.**
- **Make each level look different or players will soon lose interest.**
- **Make backgrounds as colourful as possible. This may mean purple trees and blue cliffs, which theoretically should look silly, but they often look rather neat.**
- **Design your graphics on paper first.**

Normally you can only have eight sprites at once, but by using the IRQ Raster Interrupt the actual limitation is for eight sprites on any horizontal raster line. This type of routine is called a multi-plexor and *SEUCK* has one built in.

SEUCK's multi-plexor can handle about 32 sprites on screen (four lots of eight). If there are nine sprites or more on any horizontal raster line then flicker will occur. Try to space your enemies out more and avoid too many enemies crossing each other's paths horizontally. Remember that the bullets are sprites too.

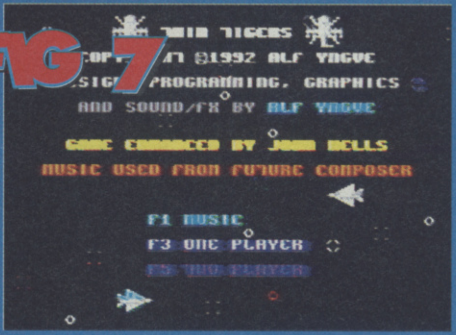
ON THE LEVEL

In a highly eco-friendly fashion, each level can actually be used more than once. Parts of them could be recycled to form another, later level. Imagine you had six levels and wanted to make another four. You could use parts of the first six levels to construct these other four instead of using up yet more map memory. The important thing to bear in mind here is that the attack waves will be repeated as well as the map area.

AT THE SHARP END

The intro screen should be the last part of your game to be developed. It's here that you credit friends, relatives (*the director, the producer, thanks luvvies... – Oscar*). It's handy to note that your 'credits' may not use all the character set. This means there may be a little room in the character set for a picture to represent the game. For example you only need three numerals for the date (1, 9 and 3) leaving seven other numbers for your modification. Using these and any spare letter characters you should be more than able to create a picture which can brighten up your title screen (Fig7).

FIG 7



If you've written a *SEUCK* game why not send it in? We'd love to see what you can do. Use the handy form on page nine.

We'd also like to hear from you if want to see some more in-depth *SEUCK* coverage. Would you like to know how to get better graphics, add high-score tables or include your own music? Yes? Then write to Eat Lead Seuckers! *Commodore Format*, 30 Monmouth Street, Bath, Avon. BA1 2BW.

- *Shoot-'Em-Up Construction Kit* (GBH ☎ 742 753423) costs £5.99 (disk)/£4.99 (Cass).
- *Monster Mash*, by Jon Wells is on this month's Power Pack.
- *Twin Tiger*, by Jon Wells featured on Power Pack 25.

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HORROR BEYOND BELIEF!

The Mighty Brain

CERT X

"I think therefore I am." René Descartes. "I think that I'm a yam." Roger Frames. "I think, think and then think a little bit more because I'm so blimmin' good at it!" The Mighty Brain. To cast further doubt on Descartes' philosophical treatise write to TMB, Commodore Format, *30 Monmouth Street, Bath, Avon BA1 6BW.*

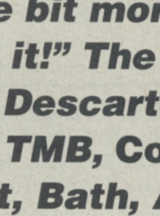
I'M YO DIZZY...

Yo! TMB,

1) Is *Crystal Kingdom Dizzy* just another £3.99 *Dizzy* adventure?
2) Why doesn't *Commodore Format* have a pen pals section? I'd be interested!
3) When your Let's Make A Monster series of features has finished why not put the game on your spiffing Power Pack?
Kristian Arnold, Warrington.

1) No it's a £9.99 *Dizzy* adventure.
2) Would there be enough of a demand? If enough people ask, we'll run one. Write in and tell us what you think.
3) The cruel economic facts of life mean the Rowlands Boyz will have to sell *Mayhem In Monsterland* commercially if they are to afford some of life's little luxuries – like food, rent, clothes etc. They have promised us a demo of the game for the Power Pack, though.

TMB



IAN CYCLOPEDIA INVESTIGATES CANADALAND

With 243,791 miles of coastline Canada is the second largest country in the world, and, as you'd expect from a place this big, it can throw around some major statistics. For instance the St Lawrence, Mackenzie, Yukon, Fraser and Nelson rivers discharge 32,545m^3 of water every second. Life expectancy is high with women living to 80 on average. Temperatures range from -36°C in the North in Winter to 17.8°C in the West in Summer. Every year Canada welcomes 39,595,211 visitors, which means that there are 13,502,211 more tourists than there are actual Canadians!

KANEDA!

Dear TMB,

RE: *Commodore Format* Cock Ups, Issue 27, page 72. Under the picture of North America, the caption says, "follow the route around the US of A...". Well, that route seems to go through quite a bit of Canada, which is, I hope you realise, a very separate country from the USA. It really bothers me that whoever drew up that map put an American flag right in the middle of Canada. It's like saying New Zealand is a part of Australia. To make amends, how about an Ian Cyclopedia bit on Canada?

Issue 28, page 12. In "Why hasn't there been a sim of..." you imply that there haven't been any bowling sims. Actually, Access (who programmed *Leaderboard*) bought out a game called *10th Frame*. It was rather good, with incredible animation on the bowler and pins.

Issue 28, page 45. At the bottom of the page the caption seems to imply that the Muppet holding the football is Ernie, when it is, in fact, Bert! Neat picture though!
Robin Harbron, Thunder Lake (Ontario).

Issue 27, page 72. You're right. It was Clur who drew that map, and geography was never her strong point. (*No, her right hook is her strong point – Ed.*) In fact, I was impressed she knew where the Atlantic was, let alone your continent. *CF* does owe your nation an apology, so for one night only I've invited Ian Cyclopedia on to my pages.

Issue 28, page 12. We seem to have a problem with translation here. What you mean by bowling is 10-pin bowling. What we meant by bowling was Crown Green Bowling, the sport typified by pensioners throwing irregularly-shaped spheres about a neatly cut lawn. What more proof could you want than the fact that *10th Frame* appeared on Power Pack 6?

Issue 28, page 45. The other humans in the office took Trenton at his word on the name of the *Sesame Street* character – he watches the show every day. Despite this, he has trouble with certain (*most – Dave*) letters and numbers so it's hardly surprising that he got the name wrong!

TMB

For Bab's sake! The people want colour!

GREY SCALES

Dear TMB,

I'm complaining about the lack of colour in your section and Inside Info. I mean, I know you're a brain (supposedly) and you're made of grey cells, but that's no reason to print it in the most dull colour ever (no offence). So come on and for Barbie's sake add a bit of colour! It could make a good mag an excellent mag.
David Eguis, Wexford.

PS And another thing – why not try to print ads on the back of the poster so you don't lose all the info on the back if you pull it out. Know wot I mean mayte?

Grey fans of the world unite! Once again, the great shade has been attacked as boring and dull! Sorry David, but I like grey (*can't think why – Ed*) and actually ask for the section to be printed this way. Cheers for your concern though.

TMB

PS Hope you think that the last two issues have been a little better.

READY, FREDDY, GO!

Dear Blob, sorry TMB,
1) In *CF*28 on the 'Next Issue' page you said there was going to be a *Street Fighter 2* demo. So where is it?
2) Is there going to be a *WWF3*? I've completed *WWF2* but I'm still having some trouble with *Wrestlemania*.
3) Will *Nightmare On Elm Street* be turned into a game? I think that it would be a great idea.
Bye, got to go now – I want to play *Blobby Monsters*, sorry.
Colin Griffiths, Walsall.

1) There were plans afoot to get a demo of *SF2* but as the Christmas deadlines approached it proved impossible. After Christmas, the coders were enjoying a well deserved lie down in a dark room. Sorry for getting your hopes up.
2) There's been no news as yet, but bearing in mind that the last two games have been massively popular, there must be a real chance.
3) A tricky one. With the tabloids gunning for computer games at the moment, it would seem to be the wrong time to release a game that stars someone as unwholesome as Freddy Kruger. Besides, in games you traditionally play the good guys. Would you want to play an American teenager who screams a lot, is interminably stupid and who falls asleep all the time?!

TMB

FIZZY RIGHT?

Dear TMB,
1) In *CF*29 in the 'But I Wanted A Bike' results you don't seem to realise that *The Krypton Factor* has been available on the C64 for at least five years. About three years ago Commodore sold a pack of TV games including *Bullseye*, *Blockbusters* and *The Krypton Factor*. I thought you knew everything?
2) Where can I get an instruction booklet for the *Graphic Adventure Creator* (which you gave away with *CF*16)?
3) You're not going to print this letter, are you? I can definitely feel it in my water.
4) Forget this line.
Fizzy, Crawley.

1) You are, of course, completely and utterly right! As you correctly state I do know everything, but as far as the mag is concerned I don't write everything. The fool who made this mistake will be wearing a dunce cap for the rest of the issue. Isn't that right, Mr Webb?
2) I'm afraid we've sold out of them.
3) Curious, most seers use crystal balls.
4) Sorry, I can't.

TMB

FOUR INTO TWO WON'T GO!

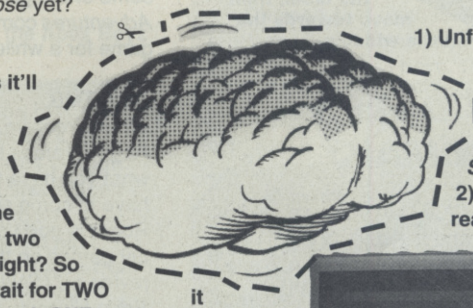
Dear That Mega-sized Brain,
I'd like some answers to these questions and if you don't print them I'll cut you out of my latest *CF* and chuck you in the microwave!
1) Why isn't *CF* fortnightly? I have to wait ages for it every month!
2) Where can I find *CF*28, because I missed it after looking in loads of newsagents?
3) Has Roger Frames got a girlfriend yet?
4) Have you reviewed *Catalypse* yet?
Kevin Chow, London.

You iconoclast, you! Besides it'll hurt you more than it hurts me – you'll have a ruined *CF*!
1) Just try to re-organise your temporal co-ordinates and you'll feel better about the wait. You want an issue every two weeks instead of every four, right? So just think of it like this: why wait for TWO weeks when you only have to wait ONE month. Or better still, it's surely easier to wait a mere 1/12th of a year than 14 whole days? This isn't working, is it? Sorry, we've always been a monthly mag, and always will be.
2) You can use our Back Issues service. Just turn to page 55 for full details. And to avoid missing out on *CF* why not subscribe (details page 55) or use the MagSave coupon on page 66 so that your newsagent will reserve you a copy?
3) It seems that Veronica has her sights set on him, but I don't think he's realised yet!
4) Yup, in *CF*19. We gave it Corker – it's a bit easy but great fun.

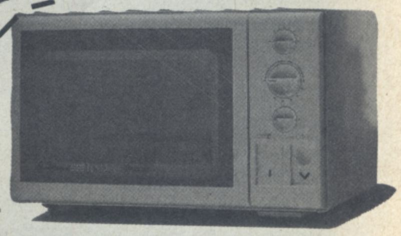
TMB

THIN GLUE ALIGN

Dear TMB,
1) I am thinking of buying *CF*25 because it comes with a copy of *Saracen Paint*. But first I want to know whether you can print out pictures from it?
2) Why don't Commodore align the cassette heads and then glue them into position?
3) What do you reckon's the best, but not too difficult, flight simulator?
4) Is there any chance you could print a map of the game *Knightmare*?
5) I've completed *Live and Let Die*.
6) I'm extremely disappointed with the C64 version of *Hard Drivin'*!
7) Is *Licence To Kill* the hardest game ever released for the C64?
Lee Heffernan, Crawley.



1) Unfortunately it isn't possible to print out pictures drawn in *Saracen Paint*.
2) Nice idea, but I really don't think it



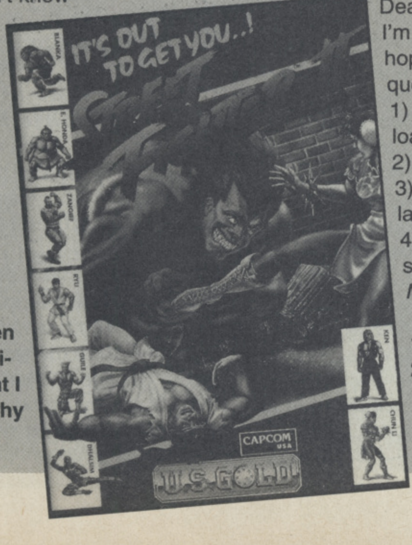
Vent your spleen (?). One cut-out TMB, and one TMB-sized microwave.

WAR WAR JAW JAW

Dear TMB,
I've got *Street Fighter 2* and, to be honest, I don't like it because sometimes the screen stops while you're in the air and then you reappear on the ground. The graphics are hard to make out, too. I don't know how people could say that it's better than *Last Ninja 3*. What do you say to that?
Steven Houghton, Lancashire.

Well, in the review it was mentioned that the 'machine chugs a bit' and the graphics could hopefully be judged from the screen shots. On the comparison level though, what I don't understand is why people keep insisting that *Last Ninja 3* is a beat-'em-up! It's an adventure game which features an element of fighting. Anyway in *CF*6 we awarded *Last Ninja 3* 97 per cent, which implies that we think it's a better game.

TMB



Dear Mighty Brain,
I'm a *Street Fighter 2* fan, so I hope you can answer these questions fo me.
1) Is *Street Fighter 2* a multi-load game?
2) Is it annoying?
3) Is there a way to play the last four bosses?
4) Can two people select the same character?
Mark Potter, Crawley.

1) Yes, a long one.
2) It really depends on how patient you are.
3) and 4) On the SNES versions these options are available as cheats. So far no-one's found any for the C64 version (have you, Andy?)

TMB

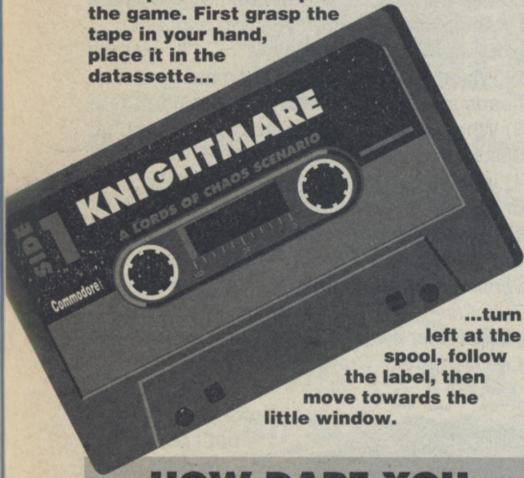
Dear TMB,
1) Why did Trenton say that, "some of the moves had to go," in his *Street Fighter 2* review when they can all be done? Just in case he didn't know, to do the close attacks you just move against your opponent, pull down and diagonally left in one movement and hey presto!
2) Whoever gives *Street Fighter 2* 80 per cent must be off of their rocker. It should be 93 per cent at least!
Robbie McGrane, Dublin.

It seems that *Street Fighter 2* is proving to be one of those divisive games; you know, one of those that people either love or loathe. Loads of you have bought the game (just look at the Charts on page 13) so drop me a line if you think Trent scored it too high, too low or even if he got it right (which would be a first)! ***TMB***

would work. And it would have made life so much easier! Oh, that golden dream of a no-load-problem world.
3) I'd say give *F-15 Strike Eagle* on Kixx (☎ 021 658 3388) a shot. It's fun, it's good and it only costs a few quid.
4) Et voila! ↓
5) I'm very happy for you.
6) I'm very unhappy for you.
7) Well, Clur challenged our copy of the game to a fight in the carpark and it didn't even budge (*coward! – Clur*), so we don't think that it's that hard at all!

TMB

As requested one map of the game. First grasp the tape in your hand, place it in the datassette...



...turn left at the spool, follow the label, then move towards the little window.

AND NOW IT'S TIME FOR THE RAPID FIRE ROUND

- Can you tell me where to get *Lemmings*? And when will it be available?
Theresa Marie Moore, Redcar.

Either Norway (*ho, ho, very funny I don't think – Ed*) or Psygnosis (☎ 051 7095755) in a few month's time. They have recently announced plans for a July release.

- Why do I keep getting thrashed by my mum at *Battleships*?
Liam King, Oxford.

It's obvious really. She's either a high-ranking naval strategist or she's just been plain lucky!

- Where was the scanner in *CF*28?
Anon, Somewhere.

Missing.

- Could you give me System 3's address?
Steven Houghton, Lancashire.

Sure thang. It's System 3, 18 Peterborough Road, Harrow, Middlesex HA1 2BQ.

- What does this mean to you? YNYNYNNY?
Shaun Underwood.

That your printer is prone to the occasional hiccup, perhaps?

CLURRYHAWK?

Dear TMB,
First of all I would like to say thank you to Steve and John Rowlands for *Creatures 2*. I love it! Now on with the questions, Mr Brain.
1) Do you read the *Beano*?
2) Are Kittyhawk and Clur the same person, because they both first appeared in the same issue (*CF*27)?
3) Just recently a friend and I were playing some of the games on my *Dizzy's Excellent Adventures* compilation. He borrowed the game for a while but his little brother got his hands on the instructions and no-one has seen them since. Is it possible for me to get a copy of them?
4) Where can I get *Rick Dangerous 2*?
Iain Loasby, Peterborough.

First of all I would like to thank you for being so polite. I've been threatened with some terrible things this month, but you didn't threaten me or anything. Thanks!
1) I scan the pages of most of the publications on your planet (*I think that's the brain's typically long-winded way of saying yes – Ed*). By the way, did you know

HOW DARE YOU GET FAN MAIL!

Dear Mighty Peanut Brain,
I'm in love with Clur! Can you give me her phone number and a picture of her? I'll give her a signed baseball bat then. Let's see if your peanut cells can cope with that.
Sohail A, Oldham.

Are we talking about the same Clur here? If you *are* talking about the vicious one with the America fixation, feast your eyes on the gruesome... (*Watch it pal! – Clur*) er, sorry, the 'absolutely adorable' piccie of the 'good lady' herself just down there a bit. Gulp.

Dear TMB,
As I am 17 years old I think I am eligible to say this. Clur, will you marry me?
Shane Hadfield,
Sheffield.

Yes, you're eligible to say it, but you cannot be serious! Can you?

TMB

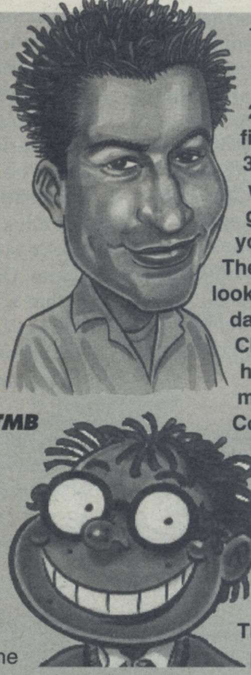
"Print this and I'll break yer legs!" – Clur
"Just try it" – TMB

Dear TMB,
When I receive my *CF* I turn to Roger Frames first, then I see what you have to say. Sorry, you have to come second, but I think Roger is good and I buy all my budget games on the strength of his reviews... (*SNIP! – TMB*).
Erbin Hiscock, Sheffield.

Look, I appreciate your letters of support for my 'less talented' team members, but, 'erm, whose letters pages are these anyway? (*The readers'! – Ed*)

TMB

Dear TMB,
1) Do you like the CodeMasters' 'blob', Seymour?
2) Are you an overgrown Amoeba as I've heard, but don't believe?
3) On the *CF*29 Early Warning Scanner you were offering a prize if you could identify the people from the pictures. Well, tell me if I'm correct with my attempts: for *Lemmings* it was Cliff Richard; for *Alvin and The Chipmunks* it was Alvin Stardust; for *Sleepwalker* it was Lenny Henry; for *Carnage* it was some odd people from *Smash TV*; and for *Trolls* it was a goat.
4) What kind of aftershave does Trenty use?
Well, those are my questions, and now here's a message for Ollie. "Nice haircut!" I've always wanted spiky hair!
Ewan MacDonald, Greenock.
PS Ask Clur if she has a wig made of spaghetti or has it just been pushed through the holey bit of a cheese grater?



Do Ollie and Roger share the same barber? The public has a right to know these things!

1) No, he's a bit too thick for my liking. He could get us 'blobs' a bad name!
2) Who's been spreading such filthy rumours!
3) What we were really after were the links between the games and the pictures, so you've missed the point a bit. The answers we actually were looking for were: lemmings legendarily throw themselves off CLIFFs; ALVIN Stardust shares his name with the 'star' chipmunk; Lenny Henry is the Comic Relief anchorman and *Sleepwalker* is a game that promotes this worthy cause; the Smash TV arcade sequel was called *Total CARNAGE*; while finally in the Three Billy GOATS gruff, the horned ones get to beat up Trolls! The winner of this compoette, by the way, is revealed on the Next Month page.
4) L'Égoiste by Chanel. Oh, how revealing a name can be!
Look will you all please cut out this praise malarkey! It's just not fair on the team members who don't get mentioned. (Sob!) Nobody loves me...

TMB

PS You know Ewan, you're an observant man. I would like to say it's the way that the caricature has been drawn, but you're absolutely right! By the way, take some advice – never, ever go to Sheffield or Oldham. I think there are some people there who would like to debate this matter with you!

that by an evolutionary fluke Rigel 4 also has a comic with exactly the same name? Both versions are identical in every way save one: on Rigel 4 Gnasher is known as Barry!
2) No. Kittyhawk is an elusive shadow in the night, who conducts herself with skill, speed and a certain style. Clur replaced James.
3) A sorry tale. If you give CodeMasters a ring (☎ 0926 814132) they'll probably be able to help you out. They may ask you to cut out the 'barcode' from the box as proof of purchase, but they should be able to furnish you with a new set of instructions. And I would send you a copy of my book *Zen And The Art Of Getting Revenge On Little Brothers*, but unfortunately I haven't written it yet.
4) *Rick Dangerous 2* should just have been re-released on the Kixx label (☎ 021 658 3388) right about now. It's tough, but rather fabby, in a groovy kind of way!

TMB

"I'm great me! Everyone says so!"

ALL THIS AND CREATURES TOO!

To TMB,
The Let's Make A Monster section is coming on well and I can't wait to see the finished game. I think Apex (John and Steve) should go into business for themselves – I reckon that they'd be able to make a lot of money.

All of Apex's games are brilliant, and they should be given some film licences to work on as I'm sure they would be great too. I know these games would be more limited in terms of imagination than *Creatures 1* and *2*, but I still think they could do a very good job!

1) Do the Apex Boyz program their games on any other formats?
2) Could *Commodore Format* be brought up to 96 instead of 66 pages?
Owen Gallagher, Dublin.

So you think that the Apex Boyz can code a bit then?
1) So far, no. As I mentioned last month the long-delayed Amiga version of *Creatures* is now on its way, but it's nowhere near as good as the C64 version. Maybe it's because John and Steve didn't have anything to do with coding it?
2) Yes! Just buy two copies of the next *Commodore Format,* cut out 30 pages from one mag and then carefully Sellotape™ them into the other one. But then, you didn't really want to know that did you?

TMB

IT'S THOSE READERS' CHARTS THINGIES

So what are your favourite games then? This month David Sherwood goes into Smashie and Nicie mode with his top ten all-time-faves. Now, no sniggering about number nine, Clur.

1 *Arnie*
2 *First Strike*
3 *Rainbow Islands*
4 *Dizzy Down The Rapids*
5 *John Lowe's Ultimate Darts*
6 *Emlyn Hughes International Soccer*
7 *Formula One Simulator*
8 *World Cup Soccer Italia '90*
9 *Trivial Pursuit*
10 *Deep Strike*

On the soundtrack front Ally McCoist (*not the Ally 'I've scored more goals than all the English Premier League put together' McCoist? – Ollie*) expressed a preference for these game ditties:

1 *Yogi Bear.*
2 *Fiendish Freddy* (Cart)
3 *Chase HQ* (Cart)
4 *Badlands Intro* (Cart)
5 *Navy Seals Intro* (Cart)
6 *Robocop Intro* (Cart)
7 *Flimbo's Quest* (Cart)
8 *Postman Pat 2*
9 *Last Ninja*
10 *Double Dragon*

THE END

Have your say! Speak your piece! Eat your greens! (*Do I have to? – Dave.*) Write to the hardest hitting letters section this side of Bath Bus Station with your views, opinions. To contact me, The Mighty Brain, just write to TMB, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. Please don't send any SAEs, though, as I can't reply personally.

Oh yeah, that reminds me (*what reminds you? – Ed*) – Richard Cook of East Finchley, yes I have. Three times in fact and I enjoyed every single minute of it. Thanks for asking by the way, it bought the memories flooding back. Those were the days, eh?

And finally, before I go I'd like to say that if *Unforgiven* loses the Best Film Oscar to anything with Helena Bonham-Carter (*who she? – Ed*) in it then there can be no justice in this world.

UNCLE DAVE'S BUY-A-RAMA

FOR SALE

Commodore 64C, 1541 II disk drive, 1 utility cartridge, lightgun, 2 joysticks, over 70 games (worth over £300). For sale for £200. ☎ Linda Hush 031 5545917.

64C tape unit, 3 joysticks, £650+ games, 67 magazines with 46 tapes. Worth about £1,000. Best offer over £250. ☎ Ross Anderson (0764) 261197. Cambridge Area.

WANTED

C64 *Star Trek* and *Thunderbirds* tapes (if one's available). Any other Gerry Anderson C64 tapes. Also *Dr Who* C64 tapes. Please help. ☎ T Lindsay 0375 679555 (Evenings only)

USER GROUPS

Long-established user group. Discounts, contacts, second hand sales service, newsletters, etc. For free pack send SAE CCC (CF), Box121, Gerrards Cross, Bucks, SL9 9JP. ☎ S Winter 0753 884473

SELL! SELL! SELL! SELL! SELL! SELL! SELL! SELL!

Yes, it's another plug for our new small ads section. As I mentioned last month, from now on you'll be able buy, sell and barter thangs via the pages of *CF*, the biggest-selling Commodore mag in the multiverse.

To place an ad all you have to do is fill out the form below and send it to:

'UNCLE DAVE'S BUY-A-RAMA,'
COMMODORE FORMAT, 30
MONMOUTH STREET, BATH,
AVON BA1 2BW.

Unfortunately we have to charge £5 (payments by cheque made payable to *Commodore Format*) per ad, but you can be sure that it will be seen by thousands of people, so it's a bit of a barg' even by Roger's standards. There are a few ground rules, for your protection:
1) *Commodore Format* will not support piracy. Any ad which appears to promote such practices will not be carried.
2) We will need your address in case of queries, but will only print your phone number.
3) We will do our very best to place your ad in the next possible issue. Printing deadlines, however, may occasionally force the ad to be carried over to the following month. Sorry about that.
4) *Commodore Format* reserves the right NOT to run an ad if it appears to contravene the spirit of the section.
Ads to appear in the May issue of *CF* (33) must reach our offices by 5th April.

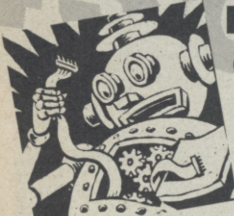
ORDER FORM

NAME ______________________________
ADDRESS ______________________________
____
____
TELEPHONE ______________________________

Classification: Tick box; ☐ For sale ☐ Wanted ☐ Services ☐ User groups ☐ Other

INSIDE INFO

Needs some bugs exterminated? Got some hardware hassle that wants wiping out? Then Jason Finch is the techie hitman you need. But he's a hard man to track down, so send us your queries here at Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW and we'll make sure they rendezvous with him.



PIN CUSHION

Dear Inside Info,
I would like to buy a printer for my computer but I don't understand all this stuff about 9-pin and 24-pin printers. What's the difference? Which one do I need?
Adam Fingerneiss, Swansea.

Either. The only difference is the quality of what appears on the printed page. A dot-matrix printer works by firing a number of 'pins' at an inked ribbon to produce a pattern of dots on the paper. The pins are arranged vertically and the print head (the bit that moves left and right) on a 24-pin printer is 24 pins high, while, well… no prizes for guessing how many pins there are on a 9-pin printer – you must have got the idea by now.

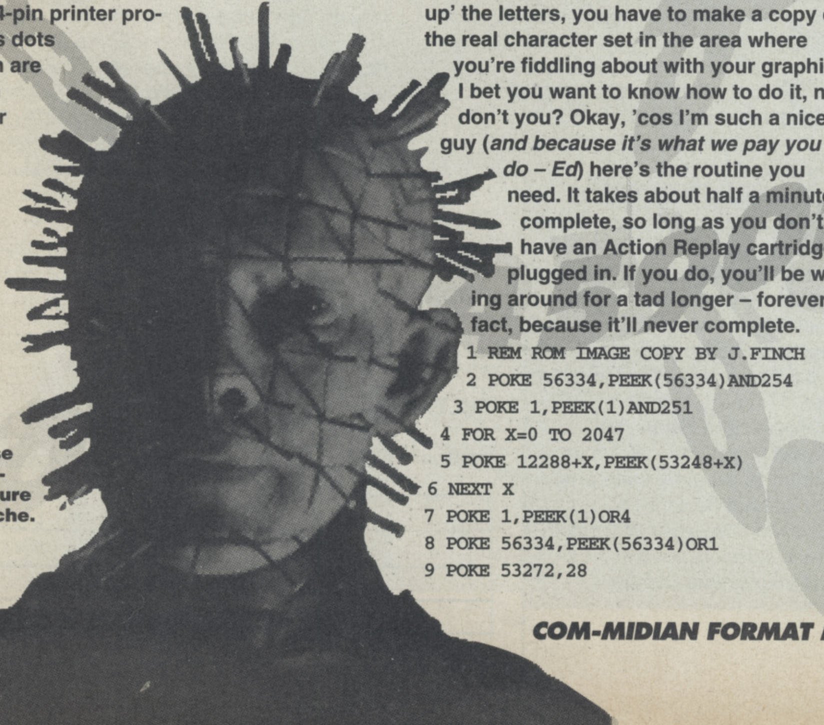
Not surprisingly, the 24-pin printer produces dots which are much closer together, and therefore the letters appear nearer to laser-quality output than with a 9-pin printer. Unless you want a printer that produces very high quality output for some particular reason, I would definitely go for a 9-pin printer, which can still produce some very good results.

GARBLED GRAPHICS

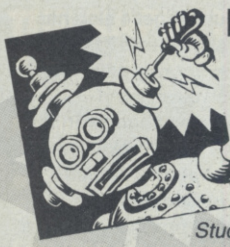
Dear Inside Info,
How do I create my own graphics characters without 'messing up' the letter keys? In *CF*27 you gave a listing which enables you to design your own graphics but unfortunately this upsets the keyboard's letters. I presume there is a way of preventing this.
Stuart Douglas, Hampshire.

You presume correctly. To avoid 'messing up' the letters, you have to make a copy of the real character set in the area where you're fiddling about with your graphics. I bet you want to know how to do it, now, don't you? Okay, 'cos I'm such a nice guy (*and because it's what we pay you to do – Ed*) here's the routine you need. It takes about half a minute to complete, so long as you don't have an Action Replay cartridge plugged in. If you do, you'll be waiting around for a tad longer – forever, in fact, because it'll never complete.

```
1 REM ROM IMAGE COPY BY J.FINCH
2 POKE 56334,PEEK(56334)AND254
3 POKE 1,PEEK(1)AND251
4 FOR X=0 TO 2047
5 POKE 12288+X,PEEK(53248+X)
6 NEXT X
7 POKE 1,PEEK(1)OR4
8 POKE 56334,PEEK(56334)OR1
9 POKE 53272,28
```



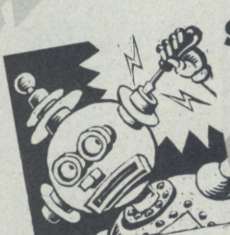
That's the last time I use acupuncture to cure a headache.



FOREIGN LANGUAGE

Dear Inside Info,
1) I have *Saracen Paint* and was wondering whether it is worth buying the *OCP Art Studio*? The same question applies for *Mini-Office* and *Mini-Office 2*.
2) I can't understand what it means in Assembly language listings when it says things like BNE LOOP. How do I type this in?
3) What language do people like Apex program in? I was wondering this because in the Selling Your Wares feature (*CF*27), it said, "You must be able to program in at least Assembly language". What other languages does the C64 accept?
Paul Cardno, Merseyside.

1) When people ask me about upgrading, I always give the same answer. Predictable, huh? If you're satisfied with *Saracen Paint* and *Mini-Office*, why change? Sure *OCP Advanced Art Studio* has a wider range of features than *Saracen Paint*, but if you cope with *Saracen Paint* quite adequately, and it does everything you need it to, there's no reason to change. That applies to the *Mini-Office* series as well.
2) BNE LOOP is a machine language instruction which says, "if it is not equal to what I compared it with, jump to the line called LOOP". Unless you have an assembler, you can't enter this sort of thing. Instead you would need to calculate the memory address of the instruction given in the line LOOP once it had been assembled, and then use something like BNE $C02A (substituting with the relevant address).
3) The Apex Boyz program in Assembly language. The C64 can accept other languages such as Pascal and C given special software, but if Assembly's good enough for *Creatures* it's good enough for anything.



SAVE OUR SCREENS

Dear Inside Info,
Could you tell me how you can save a screen full of text on to cassette and then load it back later?
Andrew Adamson, Belfast.

1) The easiest way to save a full screen of text is by creating a file and then saving out each character individually together with its colour. I bet you want to know how to do that, now. Okay, I'm in a generous mood. Try out the following listing:

```
1 REM SCREEN SAVER BY J.FINCH
2 OPEN 1,1,1,"SCREEN"
3 FOR X=0 TO 999
4 PRINT#1,CHR$(PEEK( 1024+X));
5 PRINT#1,CHR$(PEEK(55296+X));
6 NEXT X
7 CLOSE 1
```

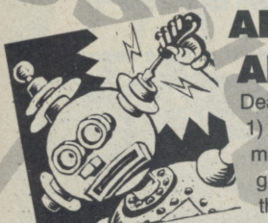
But that's not the only possible solution. You could, alternatively, use the data saver printed in *CF*29 to save two files – one for

the screen codes, the other one for the colours. The two lines to do that would be:

```
10 SYS 679 "CODES",1,2,1024,2024
20 SYS 679 "COLOURS",1,2,55296,56296
```

With the first method, load the screen and colour back by doing the reverse operations:

```
1 REM SCREEN LOADER BY J.FINCH
2 OPEN 1,1,0,"SCREEN"
3 FOR X=0 TO 999
4 GET#1,A$:POKE  1024+X,ASC(A$+CHR$(0))
5 GET#1,A$:POKE 55296+X,ASC(A$+CHR$(0))
6 NEXT X
7 CLOSE 1
```



APEX APPEAL

Dear Inside Info,

1) Is it possible to copy machine language programs off your hi-fi if the graphic equalisers are set at the right level?

2) Is the Simon's Basic cartridge still available? If so, could you give me the telephone number and address of where you can get it?

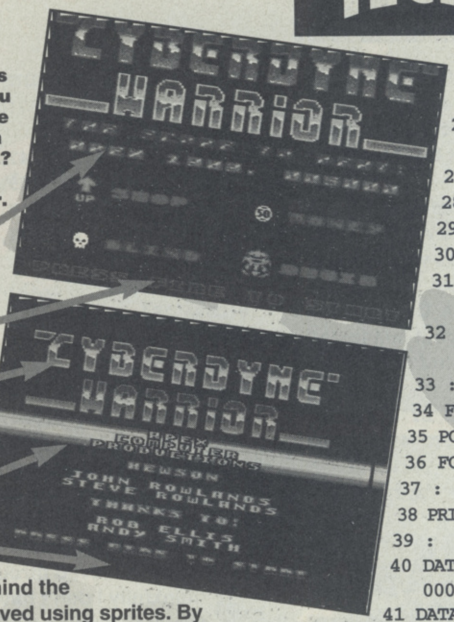
3) In *Cyberdyne Warrior* how did Apex manage to get all those colours on the title screen? I haven't seen all those shades of red, grey and so forth on the C64 before.

4) If I have two BASIC listings, one with a sprite moving about and the other playing a piece of music, how can I put the two together so that the music's playing as the sprite is moving?

5) Thanks for letting me take up your brain cells.

Oisin Billings, Belfast.

1) It is possible to copy them tape-to-tape via a hi-fi and you shouldn't need to worry too much about the settings. You should instead be worrying about copyright laws.
2) Not unless you find one second-hand.
3) The title screen is rather large and varied and so it would have helped if you'd been a bit more specific. If you mean the effect when the screen first appears with the colours flying behind the name, that's achieved using sprites. By what's known as 'stippling' you can create an apparent 120 new colours. For example, if a light blue dot is displayed on the screen next to, say, a purple dot, you'll see a new colour because, if the two original colours are of the same brightness, they appear to merge into one. The program below uses eight sprites with the same colours as those in *Cyberdyne Warrior* to demonstrate the technique.



Ahh, those glorious colours! What d'you mean you can't see 'em? Ah, yes, it's a mono page, isn't it? Right, then, we'll have a guided tour.

- **Lisa's end-of-month bank balance (very red).**
- **Clur's hair (the real Clur not the spaghetti-headed caricature).**
- **The colour Dave goes when he's force fed runner beans.**
- **Ollie's footie kit (post match).**
- **Black.**

```
10 REM CYBERDYNE SIMULATION BY J.FINCH
11 :
12 FOR P=13 TO 14:FOR B=0 TO 63
13 READ N:POKE P*64+B,N
14 NEXT B,P
15 :
16 FOR S=0 TO 7
17 READ X,Y,P,C
18 POKE 53248+S*2,X
19 POKE 53249+S*2,Y
20 POKE 2040+S,P
21 POKE 53287+S,C
22 NEXT S
23 :
24 POKE 53271,0:POKE 53277,0
25 POKE 53264,0:POKE
    53269,255
26 POKE 53280,0:POKE
    53281,0
27 PRINT CHR$(147)
28 :
29 FOR T=1 TO 1000:NEXT T
30 :
31 FOR S=0 TO 7:POKE
    53269,2^S
32 FOR T=1 TO 500:NEXT
    T,S:POKE 53269,0
33 :
34 FOR S=0 TO 7
35 POKE 53269,PEEK(53269)OR(2^S)
36 FOR T=1 TO 500:NEXT T,S
37 :
38 PRINT CHR$(17);CHR$(17);CHR$(5)
39 :
40 DATA 000,085,255,000,170,255,
    000,085
41 DATA 255,000,170,255,000,085,
    255,000
42 DATA 170,255,000,085,255,000,170,255
43 DATA 000,085,255,000,170,255,000,085
44 DATA 255,000,170,255,000,085,255,000
45 DATA 170,255,000,085,255,000,170,255
46 DATA 000,085,255,000,170,255,000,085
47 DATA 255,000,000,000,000,000,000,039
48 DATA 085,255,255,170,255,255,085,255
49 DATA 255,170,255,255,085,255,255,170
50 DATA 255,255,085,255,255,170,255,255
51 DATA 085,255,255,170,255,255,085,255
52 DATA 255,170,255,255,085,255,255,170
53 DATA 255,255,085,255,255,170,255,255
54 DATA 085,255,255,170,255,255,085,255
55 DATA 255,000,000,000,000,000,000,032
56 :
57 DATA 128,50,13,2 :REM RED
58 DATA 120,50,14,8 :REM ORANGE
59 DATA 104,50,14,10:REM PINK
60 DATA 088,50,14,7 :REM YELLOW
61 DATA 072,50,14,5 :REM GREEN
62 DATA 056,50,14,14:REM LIGHT BLUE
63 DATA 040,50,14,4 :REM PURPLE
64 DATA 024,50,14,6 :REM BLUE
```

On the other hand, if that wasn't what you meant, then you should feel ashamed that the

SARACEN SANCTUARY

Now you've had time to play about with the *Saracen Paint* arty thingy which we stuck on the *CF*25 Power Pack, the letters have started to flood in because you've been having some problems with it. So welcome to the Saracen Sanctuary.

MYSTIC MOUSE

Dear Inside Info,
I bought the *OCP Art Studio* and got a mouse with it. How come the mouse won't work with *Saracen Paint*?
Andrew Adamson, Belfast.

The mouse provided with the *OCP Art Studio* should work perfectly with *Saracen Paint* unless something very spooky is going on. Plug it into port two, switch the computer on and load up *Saracen Paint*. Select M for mouse on the title screen and you should find it works perfectly. If it doesn't, and if it works fine with *OCP Art Studio*, I don't know what to suggest – your mouse must have a mind of its own.

SARACEN PRINT

Dear Inside Info,
For the past few months I have been fiddling about with the *Saracen Paint*. I've come up with a few interesting creations and thought, "I'd like to print that!" But how do I do it?
Martin Hall, Vale of Evesham.

The program itself has no routine for printing which seems rather odd. Most utility cartridges, such as Action Replay or The Power Cartridge, have a screen dump utility which will print whatever's on the screen at the press of a button. I would recommend you buy one of the two above cartridges, both reviewed in *CF*20. Action Replay is available from Datel (☎ 0782 744324) and costs £34.99. The Power Cartridge, which is perhaps a bit more comprehensive on the printer side of the things, is available from Bitcon Devices Ltd (☎ 091 490 1975) and costs just £17.30.

NO LOAD ZONE

Dear Inside Info,
How can I get the pictures supposed to be on side two of *Saracen Paint* tape to load? My C64 finds *Autoload* but doesn't load the pictures. What do I have to do?
A Sackey, Walthamstow.

The program isn't actually called *Autoload* – it finds a file called AUTO which is short for automobile which is what the picture is – a car. You should load them from within *Saracen Paint*, not directly from Basic. Go to the LOAD option and then select TAPE. Rewind side two and just press the RETURN key when it asks you for the name. It takes just under four minutes to load each of the pictures, and each one takes up a little less than half a side of the tape. The other piccie on side two is called PAPERO, while on side one you'll find ALLESANDRO and HEMAN.

- More *Saracen* Solutions next month.

amount of space wasted on that listing has probably caused the death of one, er, small twig in a rainforest somewhere. Look it may not seem much, but it all adds up... (*get on with it, Jason – Ed*).

The coloured bars just under the title look pretty funky, so I've provided a listing that'll reproduce that effect for you as well, in case that's what you were really after. Change the 224 in line 12 to move the lines. Don't go higher than 224 and only subtract multiples of eight, otherwise it flickers, and doesn't look half as impressive.

```
0 REM CYBERDYNE COLOUR BARS BY J.FINCH
1 FOR X=49152 TO 49244:READ
  Y:C=C+Y:POKE
  X,Y:NEXT X
2 IF C<>8819 THEN PRINT"DATA ERROR":END
3 PRINT CHR$(147);CHR$(5)
4 SYS 49152
10 DATA 120,169,036,141,020,003,169,192
11 DATA 141,021,003,169,027,141,017,208
12 DATA 169,224,141,018,208,173,025,208
13 DATA 169,001,141,025,208,141,026,208
14 DATA 141,013,220,096,238,025,208,162
15 DATA 008,202,208,253,160,012,190,067
16 DATA 192,202,016,253,185,080,192,141
17 DATA 032,208,141,033,208,136,016,238
18 DATA 076,049,234,020,020,020,012,020
19 DATA 020,020,013,020,020,020,012,017
20 DATA 000,009,008,010,015,007,001,001
21 DATA 001,013,003,014,006
```

The only other possible graphic effect you could have meant is the colour scheme that makes up the letters of the name once the sprites have glided past a couple of times. That is also achieved through stippling (so thankfully I don't have to embark on yet another mammoth listing, and I'm rapidly running out of room anyway). I reckon that just about covers everything.

4) You can get you C64 to do two things at once by using the GOSUB command. It ain't difficult and is dead handy to know if you want to write games. Try this:

```
1000 REM DO MUSIC AND SPRITE
1010 GOSUB 2000    / PLAY A NOTE
1020 GOSUB 3000    / MOVE THE SPRITE
1030 GOTO 1010
1040 :
2000 REM DO MUSIC
2010 ...routine to play one note
2999 RETURN
3000 REM DO SPRITE
3010 ...routine to move sprite once
3999 RETURN
```

5) No probs. I have a refundable deposit on them and I just present the bill to Trenton at the end of every issue. More techie troubs rubbed out next month.

WARNING
INFORMATION
OVERLOAD

INFORMATION BANK...
INFORMATION BANK...
INFORMATION BANK...

Jason natters on again in a section that's supposed to be about giving you some handy programming tips, but is really about him showing off.

INDENTILIST

Imagine how much easier it would be to read your listing if certain lines were indented more than others, so, for example, you could end up with something like:

```
READY.
LIST
10 PRINT "HELLO"
20 FOR X=0 TO 15
30  FOR Y=0 TO 15
40    POKE 53280,X
50    POKE 53281,Y
60  NEXT Y
70 NEXT X
```

You could also indent whole subroutines, if you feel that way inclined. Here's what to do. Having pressed the space bar after the line number, to indent the line by another space press down the SHIFT key and tap Z at the same time. A diamond character should appear. Now press the space bar again and type the line. The diamond and space, when put together in this way, act as an indentation code which shifts the line to the right by one space. If you want to indent more, just produce another diamond character and follow it with a space.

So, for example, type 10 and then press the space bar. Now press SHIFT and tap Z, release SHIFT and tap the space bar. Do that sequence three times. Now type PRINT and tap RETURN. When you LIST the program the line should be indented.

CURSOR CURIO

I have been quoted as saying it's not possible to change the appearance of the cursor. This is true so far as BASIC goes, but with the following nifty bit of machine code, given in the form of a BASIC loader, you can do all sorts of wondrous things with you flashing place marker.

```
1  REM NEW CURSOR BY J.FINCH
2  FOR X=49152 TO
   49203:READY:C=C+Y:POKE X,Y:NEXT X
3  IF C<>7092 THEN PRINT "DATA
   ERROR":END
4  SYS 49152
10 DATA 120,169,013,160,192,141,020,003
11 DATA 140,021,003,088,096,032,234,255
12 DATA 165,204,208,029,164,211,165,207
13 DATA 208,023,230,207,032,036,234,177
14 DATA 209,133,206,073,128,145,209,177
15 DATA 243,141,135,002,173,134,002,145
16 DATA 243,076,097,234
```

At the mo, all that does is stop the cursor flashing. If you want it to be a different character, such as a star, change the `073,128` in line 14 into `169,042`. The second of those two numbers is the screen code for the new character. To change the colour, alter the `173,134,002` in line 15 into `234,169,000` where the last of the numbers represents the colour code. Then get rid of line 3 to cancel the error checking. Screen codes (0-255) and colour codes (0-15) can be found in your User Manual.

QUICK SHOTS

- How do you change the colours used in multi-colour mode?
Darren Kent, Darlington.

`POKE 53282,A:POKE 53283,B` where A and B represent numbers between 0 and 15. Enter `POKE 53270,PEEK(53270) OR16` and `POKE 53270,PEEK(53270)AND 239` to switch multi-colour mode on and off respectively.

- Is it a good idea to get the Micro Disk Drive?
J Evans, The World.

No. The only disk drive worth buying for the C64 is a 1541 compatible or a 1581. Software support for others is limited.

- Can you buy blank cartridges?
Barry Jackson, Ayrshire.

You can buy blank EPROMs which are basically what self-assembly cartridges are, and you can store programs on them. But they have to be burned on to a chip and you need an expensive bit of gear called an EPROM burner to do it. Generally, storing your own programs on cartridges is costly and unnecessary. I really wouldn't bother if I were you.

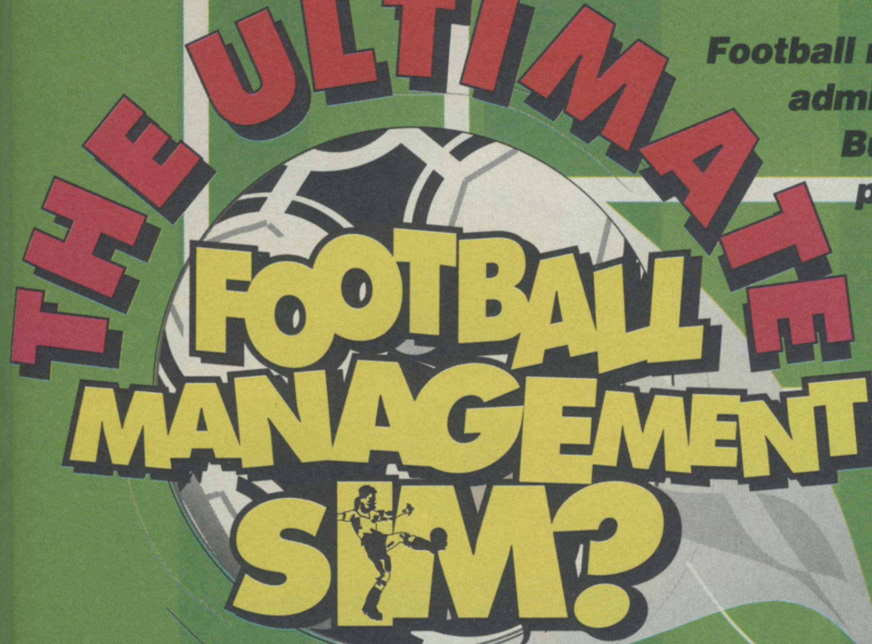
- Could you tell me if there any GEOS user clubs in England?
Karl-Vilhelm Gron, Denmark.

Yep, the British GEOClub at 55 High Bank Road, Droylsden, Manchester M35 6FS, England. They have a large range of GEOS PD and produce a monthly newsletter.

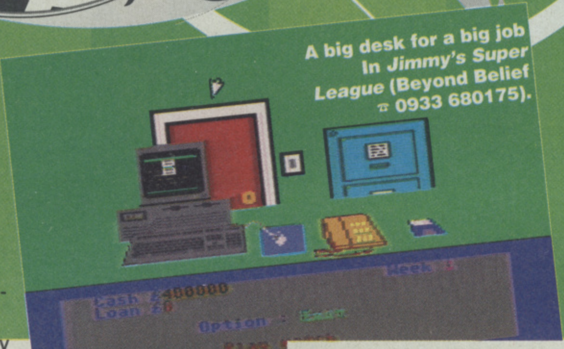
- Is there a C64 BASIC program that produces colour Mandelbrot sets?
David Robertson, London.

So far as I know, no. It would take far too long in BASIC to be effective; I have one that produces a black and white Mandelbrot set in about eight hours and colour would take longer than waiting for the BBC to repeat *Blake's Seven.*

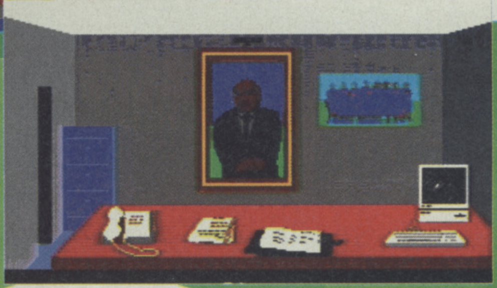
THE ULTIMATE FOOTBALL MANAGEMENT SIM?



Football management sims, it has to be admitted, don't have a good press. But they're still incredibly popular and just recently there's been a glut of the things – Jimmy's 1st Division* Football Manager 3 *and all the rest. Their quality has varied wildly but none of them could exactly be classed as classics. So what would make the perfect footie management sim?



A big desk for a big job in *Jimmy's Super League* (Beyond Belief ☎ 0933 680175).



This is the centre of operations in *Football Manager 3* (Addictive ☎ 081 804 8100). See that ugly brute on the wall? That's your boss, that is.

There's nothing to do. It's a Sunday afternoon. It's raining outside. The TV channels are clogged up with black and white films, documentaries on basket weaving and Harry Seacombe. There's no-one else in the house and you've lent all your C64 games to a mate – except one. It's a football management sim. The choice is yours. The football management sim or Harry Seacombe? Yep, it's time to put your anorak on, pin a leek to your lapel and get out your hymn book…

Okay, so footie management sims aren't that dull, but they do have a bad rep. I mean, they're just a load of numbers and tables, a spreadsheet with a sports theme right? You might be lucky and get some animated match highlights, but the gist of the game is still juggling with figures. You might as well do a bit of chartered accounting for fun (*erm, no I'll take the footie thanks – Ed*).

But is this a fair reputation? The genre does have its fans. Why? Well, basically because a football management sim is a strategy game, requiring the same skills as, say, *Supremacy*. You alter a few variables, sit back, wait to see what your opponent does, cringe at how badly you've done and go back and alter the variables again. It's a good, solid, tried and trusted and much-enjoyed style of gameplay.

The trouble with a lot of football management sims, though, is that they barely disguise this structure – it feels like all you're doing is juggling a few meaningless numbers. Check out *Pro Footballer* for example (er, actually, don't). Okay, so we're always harping on about how gameplay is more important than presentation, but when the gameplay structure is so rigid it's the trimmings, features and attention to detail that make or break the game. So, let's imagine that we're not constrained by memory problems. What features do the *CF* crew reckon the ultimate football management sim should have?

THE ESSENTIALS

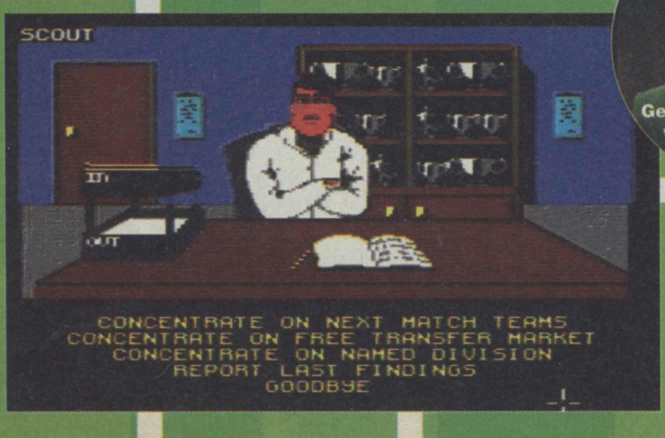
● **TRAINING** – You've got to be able to improve your players' skills otherwise if you're stuck on a losing streak, there isn't much you can do to try and get out of it (*resign? - Ed*). The best systems are those where you have a choice of training routines that build up different skills, and you have to decide how much time each player should concentrate on each. So that's the system we'll have.

● **TRANSFER MARKET** – When training fails you're going to have to buy players. Selling your own donkeys to finance this can prove more difficult, though. The main problem with a lot of these sims is that there isn't an initial reference point for working out how much players are worth. In some games the figures are in the hundreds, in others they're in the multi-millions, and in a few hopeless cases the range varies between the two extremes!

So consistency in the figures is one 'must-have', but how about this? Why not have a mock-up of a newspaper's sport pages in with the manual? It could have loads of clues about who the decent players are, plus give a guide to the kind of financial figures the game will deal in. It's the sort of thing you get with loads of adventure games, so why not?

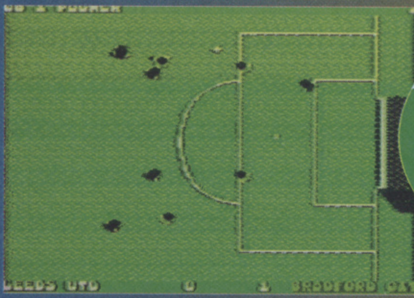
● **INJURIES** – The risk of having a star player out of action or not having enough men to send on to the pitch stops

George Graham, a favourite with the North Bank at Highbury. Glossy stuff.

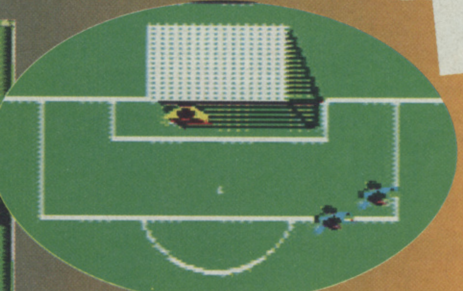

SCOUT
IN
OUT
CONCENTRATE ON NEXT MATCH TEAMS
CONCENTRATE ON FREE TRANSFER MARKET
CONCENTRATE ON NAMED DIVISION
REPORT LAST FINDINGS
GOODBYE

In *Match Of The Day* (Zeppelin ☎ 091 385 7755) you have scouts who can look for new talent or bring you reports on other teams.

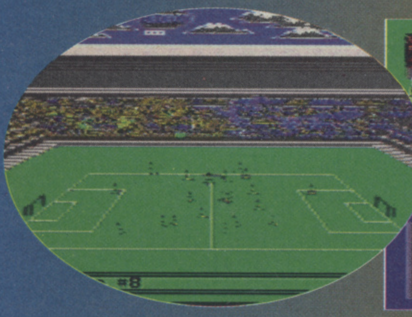
SO DID THE BOYS DO GOOD?



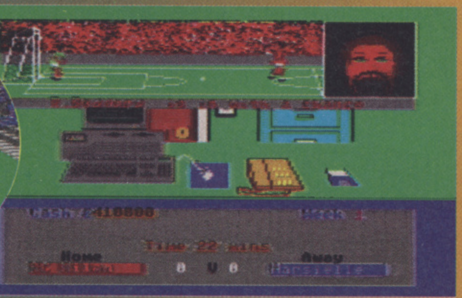
When it comes to the match highlights, *1st Division Manager* (CodeMasters ☎ 0926 814132) favours the overhead approach.



Match Of The Day also has an overhead view but goes in a bit closer. You don't get see any dead good fouls, though.

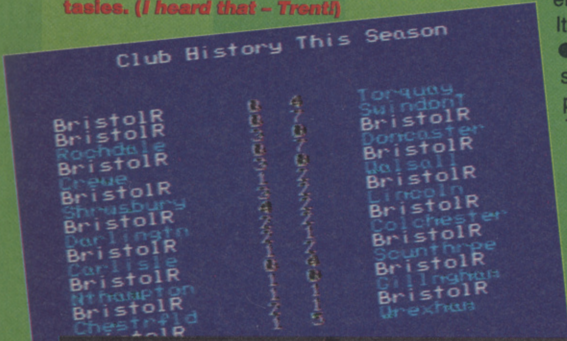


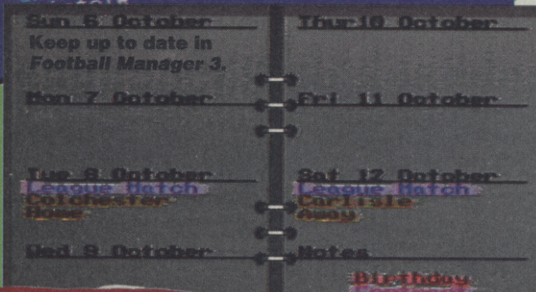
Football Manager 3 goes for the 'viewed from the top of a tower block half a mile away' look. But it's still pretty clear what's going on.



Jimmy's Super League only shows you the goalmouth action, but you do get a running commentary which is dead handy and miles better than John Motson.

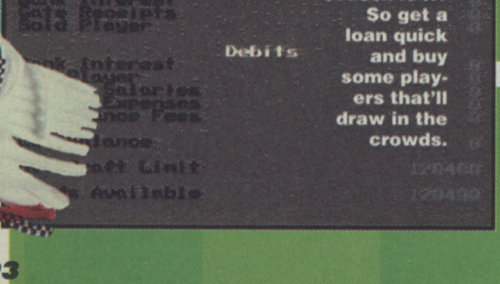
Bristol Rovers never do this well in real life. But games like *Football Manager 3* mean that sad people like Trent can live out their fantasies. (*I heard that – Trent!*)


Club History This Season
BristolR
BristolR
Rochdale
BristolR
Crewe
BristolR
Shrwsbury
BristolR
Darlingtn
BristolR
Carlisle
BristolR
Nthampton
BristolR
Chestrfld
Torquay
Swindon
BristolR
Doncaster
BristolR
Walsall
BristolR
Lincoln
BristolR
Colchester
BristolR
Scunthrpe
BristolR
Gillnghm
BristolR
Wrexham


Sun 6 October
Thur 10 October
Mon 7 October
Fri 11 October
Tue 8 October
League Match
Colchester
Home
Sat 12 October
League Match
Carlisle
Away
Wed 9 October
Notes
Birthday

Keep up to date in *Football Manager 3.*

RED DEVILS
OLD TRAFFORD


Accounts
Credits
Bank Interest
Gate Receipts
Sold Player
Debits
Salaries
Expenses
Draft Limit
Available

Not a healthy way to start the season is it? So get a loan quick and buy some players that'll draw in the crowds.

you from getting complacent. Make contingency plans. Buy in new blood, train up those slackers and sell that loud-mouthed Geordie to an Italian club when he knackers his knee.

● **FINANCIAL MATTERS** – You always start off with a real dog of a team (about on a par with Halifax Town Under 11 Reserves) so throw caution to the wind, get a loan and start buying. Flexible loans are dead handy – taking out a loan then finding you can't pay it off in a lump sum or change the amount you pay back per month is annoying.

Some sims dump you the first time you fail to pay a bill. This kills the games, it's just plain dumb, it would be like sacking the manager after every loss. A good management sim piles the pressure on if money's too tight to mention, but at least you know your P45 won't be in the post.

All decent footie management sims should also include other money-depleting factors such as team wages, ground repairs, interest on loans, FA fines for illegal payments to players, etc. If you win matches then that should draw in the crowds and make you some money for the club coffers.

As you move through the divisions you'll also need a larger ground which means that costs go up. To cover this you'll have to put up the price of tickets. A third division match can cost just a few pounds to see, but a match at Highbury can set you back £25. Deciding how much to charge should be a decision you have to make. Ask too much and it'll put people off coming, too little and you can't cover your costs - a problem otherwise known as the Wimbledon worrier.

● **MATCH HIGHLIGHTS** – Whether these are presented graphically (which can look dead classy) or in word form, they should serve some purpose! You should be able to work out from them who's playing well, and who's going to get the verbals after the match. While they don't look as sexy as animated highlights, often commentary-style match highlights work the best as the players are referred to by name. In games like *Jimmy's Super League*, your opponents are only referred to by number, which is a shame. What would be great is when you spotted a really good player on another team, you could actually try to poach them with a tempting offer – it helps if you know their name (Ooh, aah, Cantona!). So we reckon that a combination of graphical highlights ('cos they look good) and a commentary is the best approach.

● **ICON CONTROLLED** – *Match of the Day* was superb in this respect. If you can play using the just the joystick, brilliant. Liberal use of slider bars, switches and moveable icons can make playing so much less of a chore.

● **FORMATIONS** – On a scale of 1 to 10 this has to rate as essential (*??? – Ed*). Yet while virtually every footie sim ever has offered formations, few actually give the power to alter the formations themselves. It's all very well having the choice of 4-4-2, 5-3-2, etc, but if you want something a little different then...

You're in charge, you should be able to make the call as to who plays where (and not just in which position) on the pitch. After all, it is kind of important!

You're bound to get a Vinny Jones on your team at some point so suspensions should be a real threat.

Ron Atkinson (Aston Villa) – he's big and fat and wouldn't shake hands with Malcolm Allison (boo!)

CROWD PLEASERS

● **INTERVIEWS AFTER THE MATCH** – Presented either like a TV interview or a report in a paper or even a fanzine, these could again provide vital clues about players, the performance of other teams and the how well the game thinks you're doing.

● **SPONSORSHIP** – It's another way of raising the dosh. You could have a choice of Joe's

Soccer's hard man Vinny Jones? I remember when Rocky Marciano played for Wigan.

ER, MAYBE NOT…

Some of the dafter suggestions the rabble 'round here came up with to make management sims more bearable:

- **Women's international football (*guess whose suggestion that was, mention no names, Clur – Ed*).**
- **A scratch 'n' sniff turf card.**
- **A shoot-'em-up section (thanks very much, *Your Sinclair*).**
- **Pitch invasions.**
- **Streakers.**
- **A biased ref (*well, there's always one when I play five-a-side – Ollie*).**
- **A frontal lobotomy (that was *Amiga Power's* suggestion).**
- **A linesman who understands the off-side rule (*inconceivable – Trenty*).**
- **A built-in cliché generator.**

FIRST DIVISION MANAGER

The management sims that the crew reckons are worth checking out:

- ***Tracksuit Manager* (HiTEC)– a classic game, and we're not using classic as a euphemism for 'ancient and it looks it'. It's fast, has a really handy radio-commentary style bit for the match highlights and you really feel like the changes you make are having an effect. No graphics, though.**
- ***Football Manager 3* (Addictive)– The latest and best in the series. Trent gave it 84 per cent in *CF*30 and really liked the way you could watch your team fall apart tactically during the matches (*must be some kind of masochist – Clur*).**
- ***Match Of The Day* (Zeppelin) – 70 per cent in *CF*25, the best bit about this game was it's joystick-only, icon-driven control system. Guest appearances from Des and Jimmy added to the fun.**

Greasy Burgers or Blogg's Universal Sprockets when you're in the lower divisions and Sony or Commodore when you reach the Premier League (and then promptly return to the 1st division, Chelsea-style).

● **WEATHER CONDITIONS** – See that match get rained off and laugh when the pools panel reckon you would have beaten Bristol Rovers (*but I'd be playing Rover's? – Ed*). Seriously, though, bad weather could affect training and morale, the way you play if a match goes ahead or even cause a fixture glut at the end of the season.

● **PLAYER MORAL** – Hey, let's see you use your diplomacy skills. You might have to negotiate a pay rise, give a player a better position, make sure there are no personality clashes among players (in which case they won't play in the same match), etc.

● **SOCCER SCHOOL** – Most clubs have junior sides. They're a good place for training young talent which you could then promote to your first team. What would be dead good in a management sim is if you could send out scouts who could bring back reports of decent young players, and you would have to decide whether to take them on as juniors. Newcastle, for instance, funded their recent success by selling their soccer school stars Gascoigne, Waddle and Beardsley.

● **SCANDAL** – This is football, after all. Find out that your trainer has been taking backhanders to make sure your team loses the match. Your star player is found in bed with the Prime Minister's wife. The goalie is caught ram-raiding Dixon's. How do you handle it? Well, you're the manager. Just remember that while legal fees

THE REDS SUPER STARS
LIVER
SUPER STARS THE REDS
THE REDS

don't come cheap, there's no such thing as bad ink!

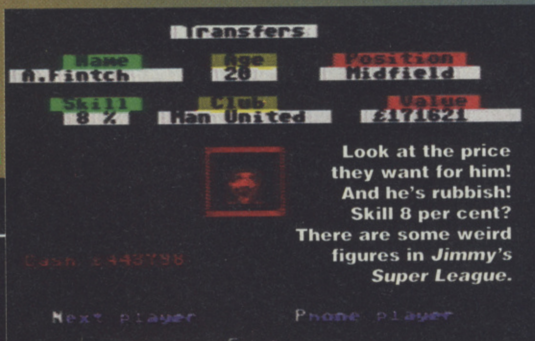
● **SUSPENSIONS** – Some footballers are more 'competitive' than others. They're tempted to put in that little bit of extra effort (namely a foot, elbow or fist) to get possession of the ball if you know what I mean. Yep, they'll 'accidentally' play the man, not the ball. Let's face facts. You're bound to get a Vinny Jones on your team at some point so suspensions should be a real threat.

● **CROSSOVER WITH AN ARCADE GAME** – Well it works with *Kick Off 2* on the Amiga, so why can't someone do it for the C64. It is possible. After you've done all your managementy bits and got a team ready you could load their attributes into an arcade game and take direct control of your players, a bit like a player manager, I suppose.

BUT MOST OF ALL…

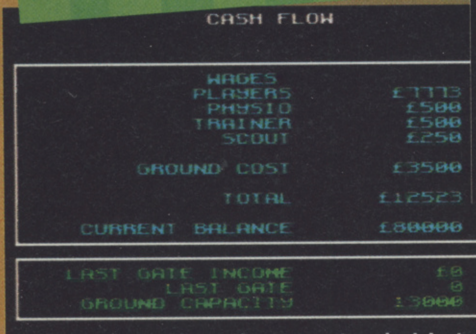
● **SOME SENSE OF PROGRESSION** – There's nothing more annoying than spending ages playing around with the variables, then going into a match and finding out they haven't made the slightest difference. Well, yes there are loads of things more annoying, but let's indulge in some hyperbole (*isn't that the US version of the FA Cup? - Ed*) here for the sake of effect, shall we? The trouble with too many football management sims is that you never feel like you're really in control. When you make some changes you need to be able to notice the difference in the matches otherwise you don't know whether you've made the right choice. The one thing that'll make you keep going back to the game even if you've had a few bad seasons, is knowing where you went wrong.

Okay, so getting all these features into a game would probably be impossible, but we reckon that any football management sim that uses a goodly proportion of 'em (especially the ones listed under 'essentials') would stand decent chance of being a Corker. And you think it's all over? Well, it is now!



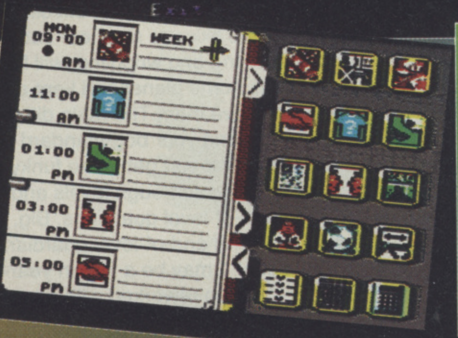
```
Transfers
Name          Age     Position
A.Fintch      28      Midfield
Skill         Club          Value
8 %           Man United    £171621

Cash £443798

Next player        Phone player
             Exit
```

Look at the price they want for him! And he's rubbish! Skill 8 per cent? There are some weird figures in *Jimmy's Super League*.



```
CASH FLOW

           WAGES
         PLAYERS        £7773
          PHYSIO         £500
         TRAINER         £500
           SCOUT         £250

     GROUND COST        £3500

           TOTAL       £12523

 CURRENT BALANCE       £80000

LAST GATE INCOME           £0
       LAST GATE            0
 GROUND CAPACITY        13000
```

For some reason these players want paying! Just because they've been on *Match Of The Day* they think they're stars. They should play for the love of their sport and get a part-time job at the local chippie.



***Match Of The Day* makes use of an excellent joystick-controlled icon system. It makes the game much more accessible to the shoot-'em-up generation.**

FOOTIE FAX

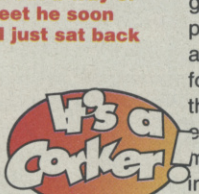
The largest crowd ever recorded at a football match was 205,000 (but apparently only 199,589 paid) for the Brazil versus Uruguay World Cup Match in the Maracaña Municipal Stadium in Rio de Janeiro on July 16th 1950. That's about 22.5 times the biggest ever crowd at Twerton Park (Rovers' home ground).

ROGER FRAMES
buys
Budjit Games

Being short of readies (as usual) Roger needed to good scam to raise some hard cash in time for Easter. But inspiration was not forthcoming, until, in a pensive moment he loaded up Super Space Invaders...

Egged on by thoughts of loads of choccie at Easter and encouraged by the lightness of my piggy bank, I persuaded Debit to aid me in my latest venture. When I say persuaded, I mean he was sort of dragged yelping into to the middle of Dad's prize flower bed. That was where I secured his lead to a sturdy stick I had prepared earlier. Once I'd figured out a way of getting the lazy mutt off his feet he soon produced the desired effect. I just sat back and waited for the crowds.

SUPER SPACE INVADERS


It's a Corker!

Hit Squad • £3.99 • 061 832 6633

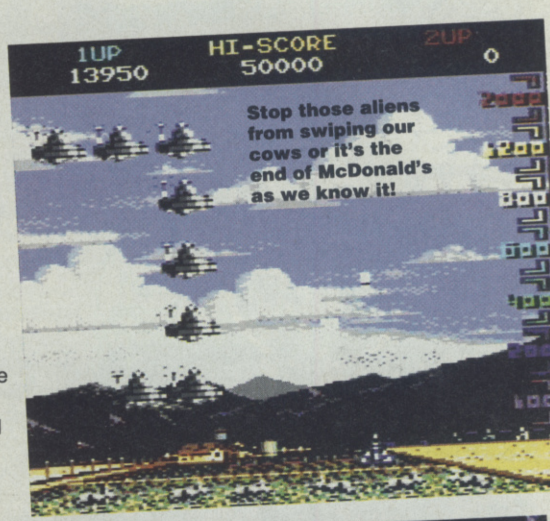
I never thought I'd say this, but visiting my Aunty Doris last weekend was one of the best times I've had in ages. Not because the old crone always chubs up my cheeks in the way that only a great aunt can (I wish she'd cut her fingernails, my face'll be scarred for life), but because she's retired to Weston Super Mud. And ancient seaside towns like Weston always have back street games arcades. Languishing in the corner of one of the dingiest ones was an original *Space Invaders* machine (coloured film and all) with the original price tag of 10p a go.

I had two goes on it – that's a whole 20p (*it must have been good – Dave*) then decided that it was a bit of a waste of money and went to see how Mum and Doris were doing on the bingo (rubbish as it happens). But that small taste of the past gave me such a craving for the classics that I was over the moon when *Super Space Invaders* popped through the post on Monday morning. It might not be quite true to the original, but it hasn't lost any of the appeal.

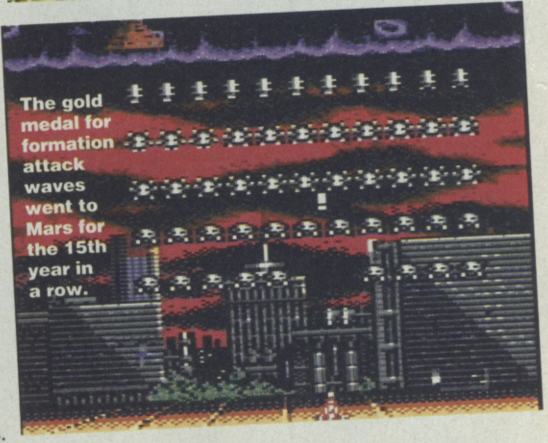
Invaders descend in attack waves on various parts of the planet. Luckily they're not very intelligent, and have all the strategic intelligence of lobotomised gerbil. Instead of attacking all over the planet at once they send down one attack wave at a time. If you manage to foil their attempt to land on one part of the Earth they'll try again somewhere else with a little more vehemence. But no matter where they attack you'll be waiting, with your moveable missile turret to blast them into oblivion.

The bonus levels are a piece of genius. Bullocks! No, it's true. Flying saucers swoop down from the skies to steel our cattle. The cows screaming and wriggling, will be taken to the aliens home planet and kept as slaves unless you save them.The main differences between this and your bog-standard *Space Invaders* are that you get some funky power-ups, you progress through levels and there are even end-of-level guardians. Big, rough, and tough-to-kill end-of-level guardians.

Fabulous! It may be a fifteen year-old idea but it's been reworked with a lot of style and plenty of pizzazz.



Stop those aliens from swiping our cows or it's the end of McDonald's as we know it!

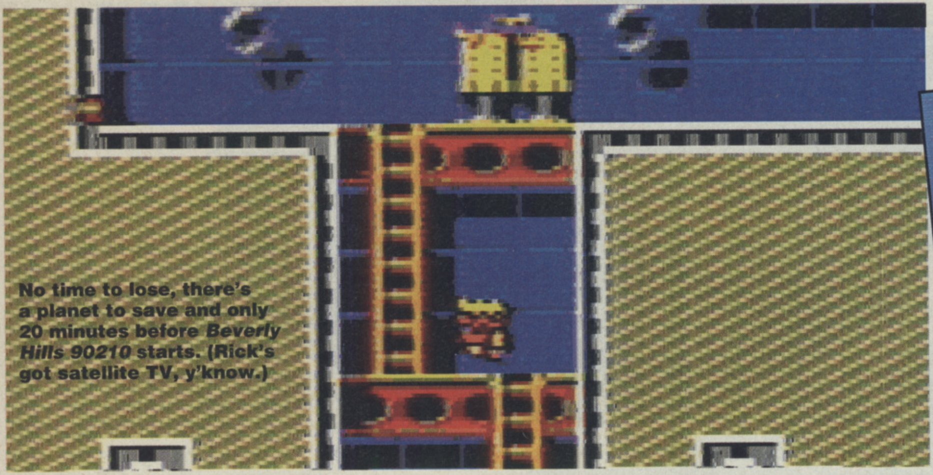


The gold medal for formation attack waves went to Mars for the 15th year in a row.

SUPER SPACE INVADERS

Stranger and weirder than stompin' around in wellies full of mouldy custard but not quite as spooky as having a fried breakfast at the Restaurant At The End Of The Universe with Tribbles eating banana sandwiches on the next table.

FRAME RATE 91%



No time to lose, there's a planet to save and only 20 minutes before *Beverly Hills 90210* starts. (Rick's got satellite TV, y'know.)

RICK DANGEROUS 2

Kixx • £3.99 • 021 625 3388

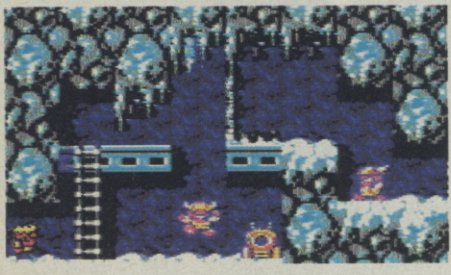
Let's examine the evidence. Rick Dangerous is short, with shaggy hair and always wears glasses. I know all about those rumours flying around that he's based on Indiana Jones, but let's face it – Rick Dangerous is the actually spitting image of yours truly. The heroic, fearless actions he takes in his bid to save the world, they're all based entirely on my life experiences. (*Come off it! With the amount of money you'd be prepared to spend on a treasure-hunting expedition things wouldn't get more exciting sneaking into the Antiques Roadshow – Ed*).

Rick, the sequel, is even better than the original. More levels for starters, more traps and more puzzles for the main course and more ways to finish each level for desserts. So, unlike the first one, you'll never get completely stuck and unable to progress.

This time the action has a science fiction flavour – there are spaceships, invasions of Earth all that old 1950s B-movie stuff – and the graphics have been tweaked to suit. It's brighter and brasher, and Mum reckoned that the, "dinky likkle men" (I think she means the aliens) were "ever so cute" (don't worry, she tends to talk like that sometimes).

Despite the alterations *Rick Dangerous 2* plays pretty much like the original – and that's no criticism. Rick dashes around platforms, speeds up steps and does everything that you'd expect of a macho hero. But there are loads of new puzzles and traps to keep you on your toes – or rather to try and keep you them – like artificial gravity and sliding floors.

Way back in *CF*2 we said, '*Rick Dangerous 2* is polished and playable'. I couldn't agree more, but I would like to add a P of my own please Bob – it's phab!

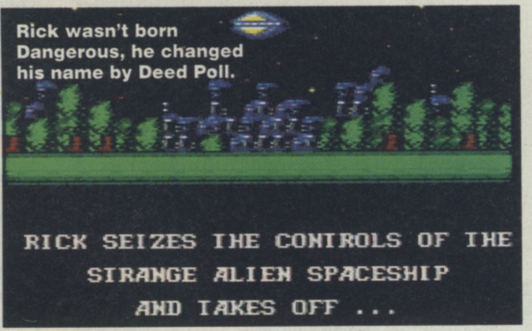


Rick's 'standing under a cliff' classes were going well. In just a few lessons he'd gained the ability to make enemies leap in the air and glow in a pinky hue. How useful!

RICK DANGEROUS 2

More heroic and daring than walking down High Wycome high street dressed as Chun-Lee and screaming, "I am a potato head, I am the original Mr Potato Head".

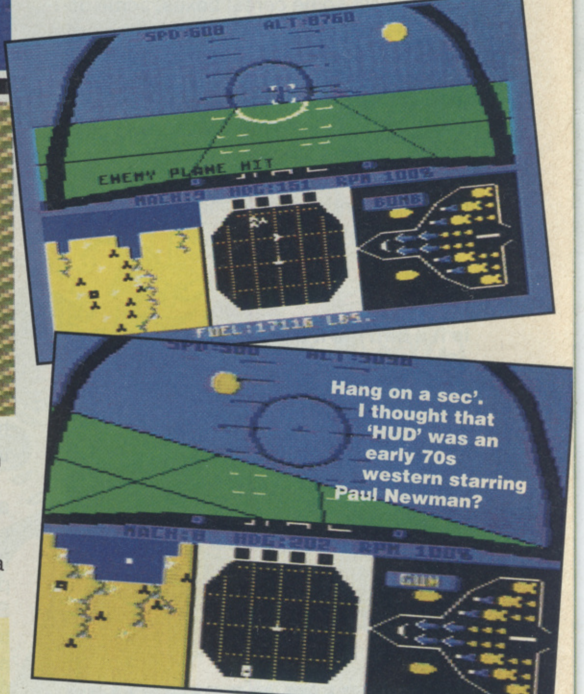
FRAME RATE 94%



Rick wasn't born Dangerous, he changed his name by Deed Poll.

```
RICK SEIZES THE CONTROLS OF THE
   STRANGE ALIEN SPACESHIP
      AND TAKES OFF ...
```

Ahh, flying off into the sunset! Or is that a bit of enemy flak on the right?



Hang on a sec'. I thought that 'HUD' was an early 70s western starring Paul Newman?

F15 STRIKE EAGLE

Kixx • £3.99 • 021 625 3388

F-15 first hit the C64 way back in 1985 (so Trent tells me) and it still holds its own against the competition today. It's a flight sim that takes you not just on a tour of the skies but on seven complete missions in the middle east. You are given a flight plan that includes a map of the area, a description of the primary target and some hints to help you along the way.

The most terrifying thing of all is that you seem to be alone in the skies. What I mean is that there are none of your compatriots flying by your side to help you out. Everything in the game, except your own plane, is under the control of the enemy, and that includes the airspace. So, to use that old clichéd, if it moves shoot it. If it doesn't move you might as well shoot that as well.

Its such a pity that tape boxes aren't that big, 'cos Kixx Haven't been able to fit the key-

It wasn't long before the queue to see Debit's 'crop circles' stretched all the way down our street, round the corner and way past the chippie. My plan had worked! People actually believed that aliens had landed in our back garden and made funny patterns in the petunias! I just couldn't believe the amount of cash that was rolling in – all the 50p's in the world must have been in my pocket by the end of the first day. I did so excellently that I even decided to let Debit eat the bone.

50p To See THE CIRCLES
PAY HERE

board overlay that was with the original pack in the cassette box. Of course you can make your own with some cereal boxes, some double-sided sticky tape, a pair of safety scissors and a box full of brightly-coloured marker pens. But that takes far too much time and patience (mind you, it's always worth trying to con a dim-witted girlie into making you one). If you don't make an overlay, you're going to have to have a photographic memory – like me – to remember all the different key commands for the controls.

F15 STRIKE EAGLE

Is it a bird? Is it a plane? No it's my Dad after Mum has made one of her infamous chillis for supper. Luckily the last time it happened was the evening that I was kept late at school for extra curricular activities (if you know what I mean). But *F15* certainly flies higher.

FRAME RATE 78%

MIDNIGHT RESIDENCE

AFS • £3.99 •

It's a Croaker!

If I was to believe the hype then this event is something akin to the Titanic being raised, Haley's comet being spotted 10 years early or Dave going on a diet. The so-called classic, *Midnight Residence,* has finally reached the shop shelves of High Wycombe. And to tell the truth I really don't see what all the fuss was about.

When I spoke to Trent last he was raving on about it being the best 64 game he's ever seen. "Superb graphics," he said. "Excellent gameplay," he said. "A complete load of old tosh," I say. I really do think it's about time that we all clubbed together to send Trent off to the psychiatrist, folks.

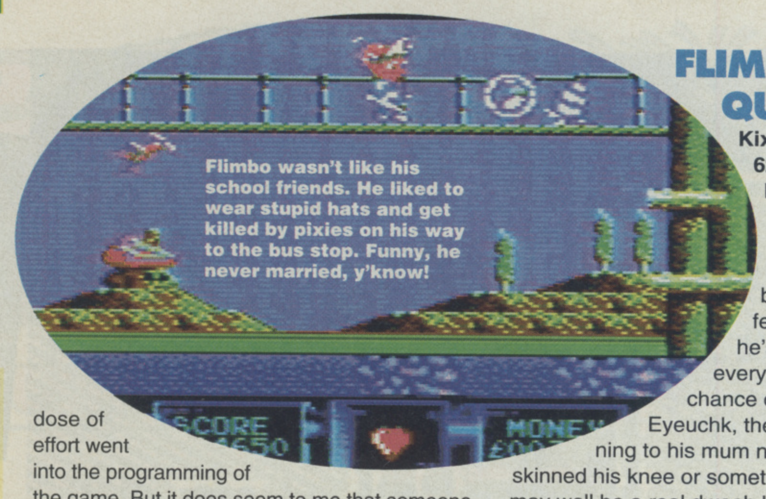
It's not that *Midnight Residence*, which this mag raved over when it was released at full price, is uninspired – it's obvious that a great deal of forward planning and a healthy dose of effort went into the programming of the game. But it does seem to me that someone has forgotten completely about the play-testing bit – the game's just too darned hard.

Midnight Residence could be described as a platform pick-'em-up-shoot-'em-up. (It could be described as an oval orangey brownish coloured squash at £1.20 per pound from Sainsbury's, but I'd be lying.) Sure, there are 530 levels. Sure, it manages to have more colours on screen than you've ever seen before on the C64. Sure, there are generous restart points. But the music is more irritating than listening to Dave singing the latest Duran Duran single ('cos he's always got his mouth full when he does it), and the perfect collision detection makes the game far too difficult for even the expert to master the game. (*A-ha! So, now we know why you've got such a downer on the game – it was too tough for you! That's enough of that one. Next! – Ed*).

MIDNIGHT RESIDENCE

To your knowledge, was there ever really a time when you could "go t'pictures, 'ave soom chips after and still 'ave change left from t'ppence"? No. And this game isn't very good either.

FRAME RATE 22%



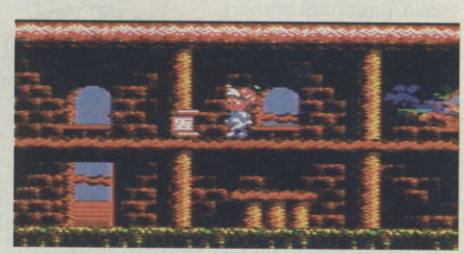
Flimbo wasn't like his school friends. He liked to wear stupid hats and get killed by pixies on his way to the bus stop. Funny, he never married, y'know!

FLIMBO'S QUEST

Kixx • £3.99 • 021 625 3388

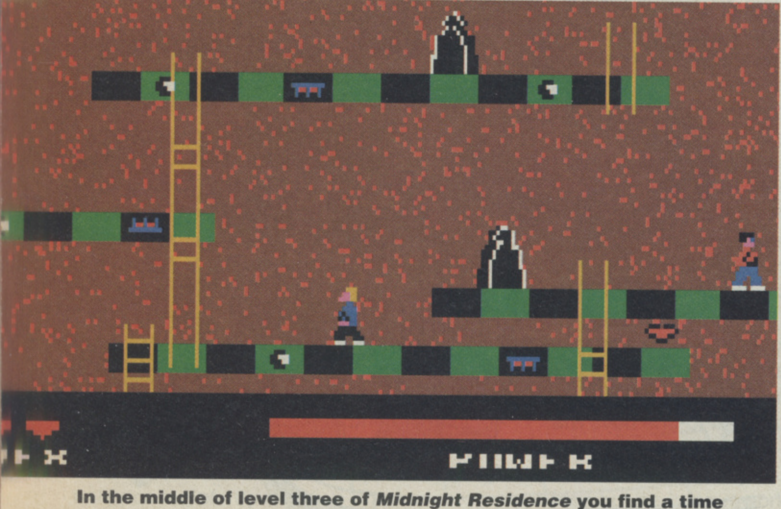
Poor little Flimbo. He's gone and lost his favourite friend, Dewdropland's beauty queen. He feels so in lurve that he's willing to risk everything for just the chance of a snog. Eyeuchk, the creep'll go running to his mum next 'cos he's skinned his knee or something. Flimbo may well be a real dweeb but ignore the gooeyness of the plot and you're left with a very playable arcade adventure type shoot-'em-down thingy.

Graphically it's not stunning, but it's definitely bright and colourful. The aim of the game is to guide your little blue Flimbo around the level to collect letters which are written on special scrolls. These letters, which only a wise shopkeeper can read, spell out the name that will open up the door to the next level. Scrolls and other goodies appear when you've destroyed a baddie. Money is the most useful, 'cos with that you can buy stuff like extra-powerful weapons and extra scrolls.

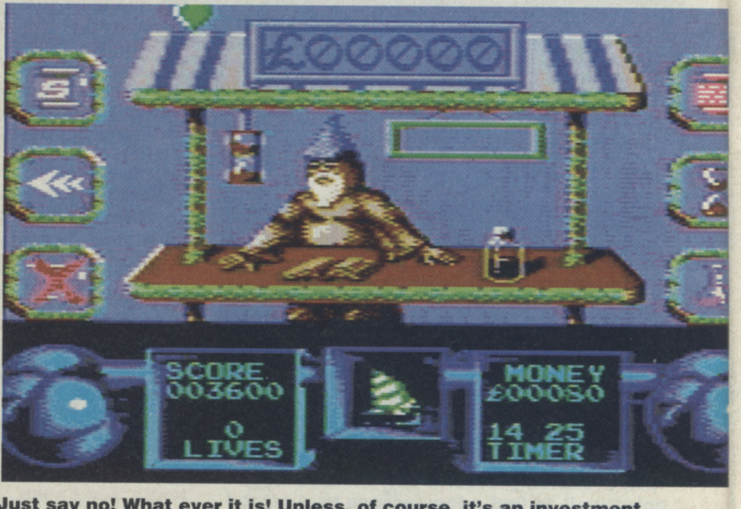


The doctors were dismayed by Flimbo's insistence that he was being chased by blue fish! Although he could be right...

Did I ever tell you about the time when I went over to Germany? I did, oh well. Anyway, apparently in some obscure section of the, now defunct, East Germany Flimbo actually means weed. So *Flimbo's Quest* either means *Weedy Quest* or *Quest For*



In the middle of level three of *Midnight Residence* you find a time machine that whisks you back to the early days of computer gaming.



Just say no! What ever it is! Unless, of course, it's an investment opportunity in three off-shore Bolivian oil factories and then...

The next day was even busier. The press were outside the h
breakfast time and scientists were clamouring to bring the
bleepy things around the back of the house. I was famo
last, my Mum made tea and Dad showed off his shed to
interested Japanese tourists. Hah! Aren't people
gullible?! Even if aliens existed, they would come
within miles of High Wycombe.

Weed. Well, it's certainly a weedy quest– *Flimbo's* simply doesn't hold your attention. It's moderately engrossing for the first few levels but as you get further on the gameplay becomes stagnant. Yawn. I don't reckon it's a quest for weed, though, because Flimbo's doesn't strike me as the smoking sort.

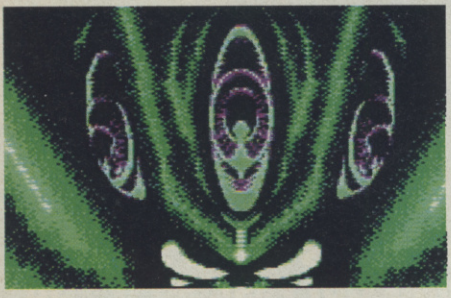
By the way did you know that a weed is also a sort of fever that horses get? I don't think that has anything to do with *Flimbo's Quest*, either. But it's more interesting.

FLIMBO'S QUEST

Nowhere near as exciting as walking like an Egyptian down to Liverpool to do nothing. But decidedly more entertaining than being wild boys floating down the Rio on a big red raft.

FRAME RATE **69%**

BEEP BEEP
NEWS CHAN
3



I've been there! This is Wookey Hole Caves isn't it? Look there's where I carved my name last time. "Rog Wuz ere!" Fame at last.

SPACE GUN

Hit Squad • £3.99 • 061 832 6633

There are aliens, there are big aliens and there are huge, uglier-even-than-Paul-Gascoigne aliens – and guess which sort you get to face in *Space Gun*?

Imagine, for a moment, that you are the most dim-witted person on this earth (*which isn't hard for Dave – Ed*). What would be the stupidest thing you could do if you were floating around in space? Yep, what everyone in horror films always does – no matter how much you shout, "Don't go in there!" they always go in there. It's not as if 'in there' is ever very inviting; it's usually some rusting porthole of a dingy grey ship that was deserted under mysterious circumstances three months ago. But that's exactly what the hero of *Space Gun* has gone and done.

Cross *Aliens* with *Predator* and sprinkle a liberal helping of lots of other nasty stuff and you get *Space Gun*. Aliens get splatted satisfyingly all over the place (and so do humans if your aim's a bit off) when you blast them with your massive weapon, a nasty-looking flame thrower. Inside your space suit, in the helmet, are various meters and read-outs to help you on your quest, including a gun sight that follows the joystick movements.

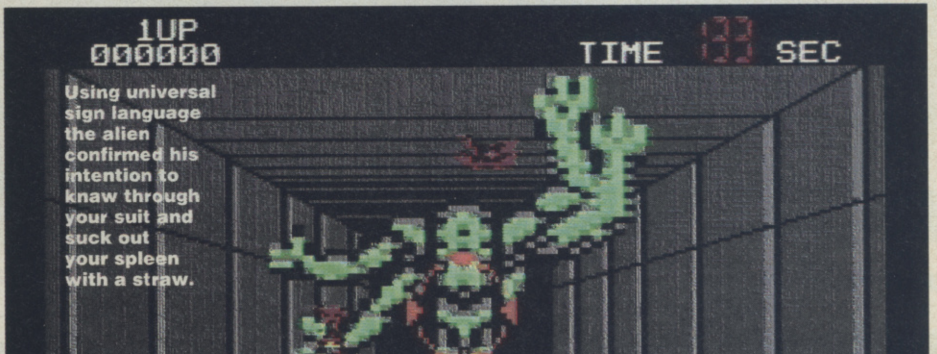
You start out with a bog-standard laser but there are plenty of more powerful weapons to pick up along the way, including a flame thrower and a freeze gun.

The game play isn't as taxing as it could be, it's the sort of game you'd load up when it's wet outside and you want to put off doing something more important but less interesting. It's just a case of blast everything to bits. And seeing as the baddies are so gross you'd probably doing the universe a favour.

SPACE GUN

How many settings were there on a Star Trek officer's phaser gun? All you ever hear them talking about is the stun setting. Could they really be set to kill someone? If the settings went from stun to kill, *Space Gun* would rate somewhere around 'knock 'em out for a week, coming round with a serious headache and no feeling in their left leg'.

FRAME RATE **89%**



Using universal sign language the alien confirmed his intention to knaw through your suit and suck out your spleen with a straw.

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It's a Corker

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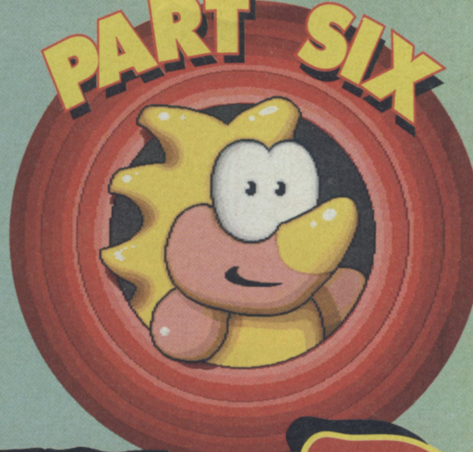
And lo, on the sixth month did the Rowlands create monsters – loads of 'em, 15 to a screen, in fact. John and Steve, the Apex Boyz, describe how they populated Monsterland, the setting for their forthcoming blockbuster.



Let's make a MONSTER

THE STORY SO FAR...

John and Steve Rowlands, the team that brought you *Creatures 1* and *2*, are in middle of writing their new game, *Mayhem in Monsterland*. Three levels are in the design stages – Pipeland, Cherryland and Spottyland – and the movement and collision detection routines are almost hunky dory. And just so you know, John does all the routines and stuff, while Steve handles the arty and musical side of things. Both of them like Ice T.

You can't have a platform game without some baddies to bump off. Well, okay, you could, but it'd be about as dull as a very dull thing making a guest appearance on *Eldorado*. You need some nasties to nobble to add a bit of challenge. So, the time has come to put the monsters into *Monsterland*.

The first thing to decide is what the maximum number of on-screen monsters at any one time will be. The C64 only allows for up to eight sprites on one horizontal line, and Mayhem takes up three. That leaves us with five sprites per horizontal line for the enemies. We also need to consider how much processing time and memory each monster will take up – the more monsters we put in, the more time and memory they'll use. Taking all this into account, we reckon 15 on-screen monsters would be sufficient (*sounds like more than enough to me! – Clur*), the same as in *Creatures 1* and *2*.

We also have to decide how many different types of monsters to have. In our previous games we've included different casts of baddies for each level, which helped create an otherworldly atmosphere. With *Mayhem*, however, we want you to feel that you're in different parts of the same world, so we've decided to create one cast of monsters for the entire game. But there will be different sets of monsters for the Sad and Happy versions of each level. Yep, it does mean more work for us, but it also means a better game for you!

JOLLY JANUARY WEEK ONE

JOHN I spent a day or two tweaking *Mayhem*'s control system (again) correcting a few bugs I've noticed recently. One of them exists in *Creatures 1* and *2*, and enables you to jump fractionally into a platform. I reckon that I've finished streamlining my code now and I can't really improve Mayhem's movement and animation routines much more. (Having said that, I'll probably find a huge bug in a couple of weeks.)

With 15 monster sprites dotted about the screen the next stage was to get them to scroll.

The rest of the week was spent adding some sound effects to the game (SFX as we techno-types call them) such as skidding and charge-activation. They've improved the in-game atmosphere considerably, so while I'm incorporating sound into the game I might has well chuck in some in-game music. This is another element that has to change from Sad to Happy. You can't have a jolly little tune playing in the background of a level that is supposed to be dark and scary.

STEVE Last month I mentioned that I'd started a new level called Spottyland and said that a colour split could be inserted across the middle to add more colours. After seeing it in action I didn't reckon it looked too hot. I've decided to leave the idea alone, and continue with the happy trees and vegetation for the rest of the level.

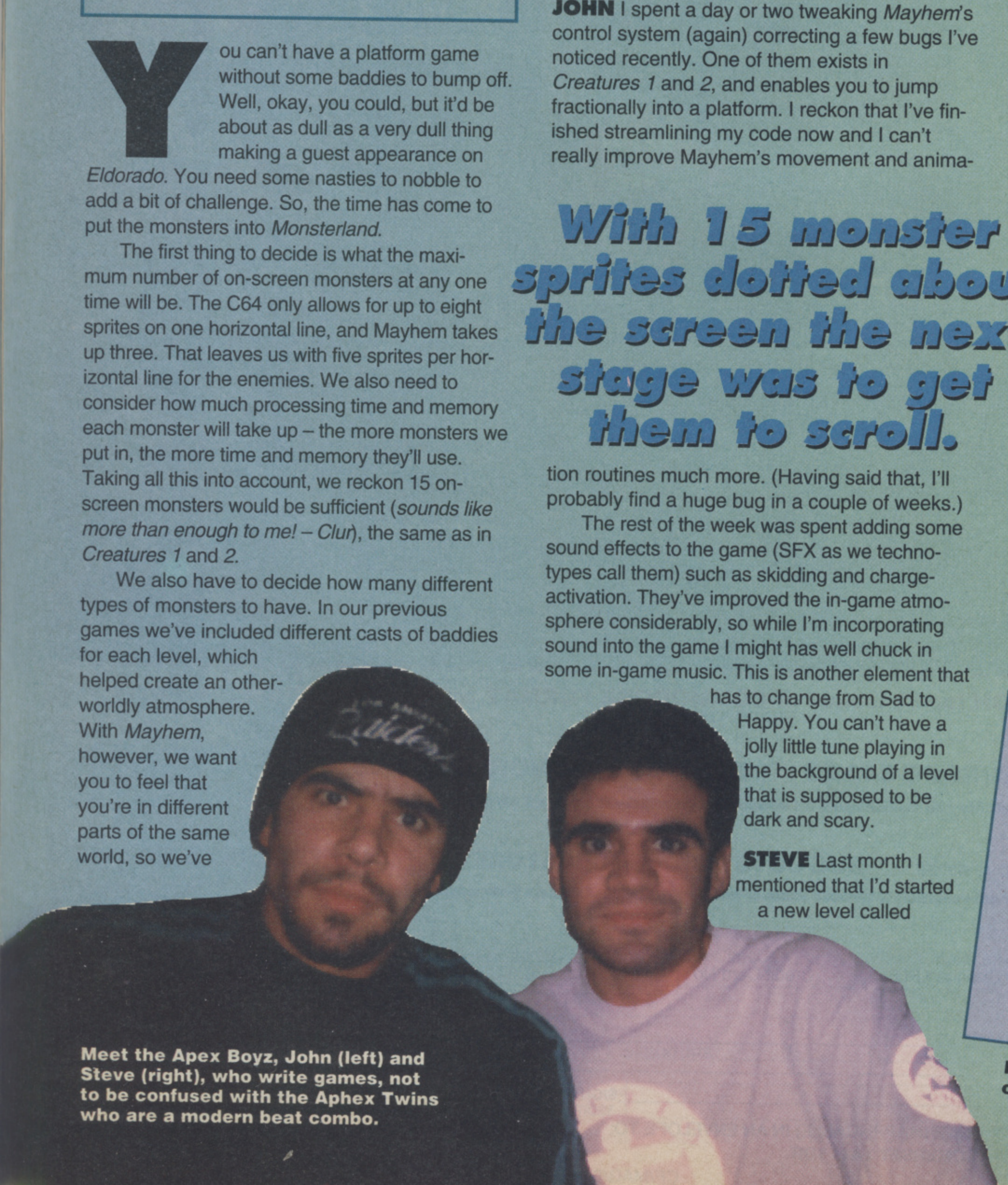
Although it's coming along nicely, I'd like to add some really happy stuff (like loads of smiley faces) just to get the message across that you've done a really good job to convert the level. The problem now is to incorporate big grinning heads into the rest of the level without them looking out of place. In 'SAD' mode the faces won't smile, but snarl. (*We've got some piccies of Clur if you want them for reference – Ed.*)

WEEK TWO

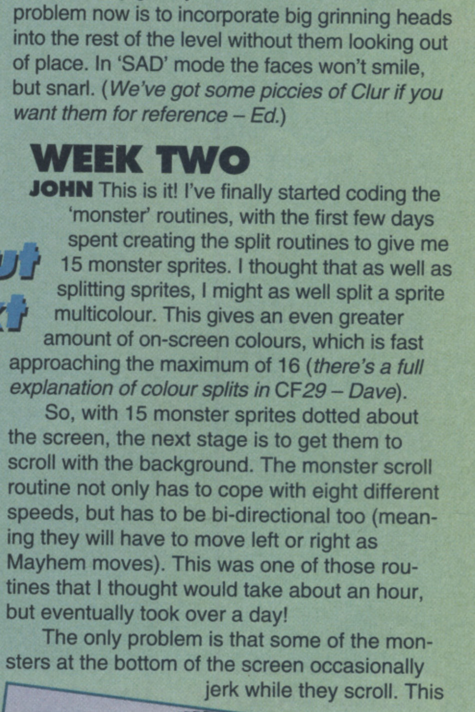
JOHN This is it! I've finally started coding the 'monster' routines, with the first few days spent creating the split routines to give me 15 monster sprites. I thought that as well as splitting sprites, I might as well split a sprite multicolour. This gives an even greater amount of on-screen colours, which is fast approaching the maximum of 16 (*there's a full explanation of colour splits in* CF*29 – Dave*).

So, with 15 monster sprites dotted about the screen, the next stage is to get them to scroll with the background. The monster scroll routine not only has to cope with eight different speeds, but has to be bi-directional too (meaning they will have to move left or right as Mayhem moves). This was one of those routines that I thought would take about an hour, but eventually took over a day!

The only problem is that some of the monsters at the bottom of the screen occasionally jerk while they scroll. This



Meet the Apex Boyz, John (left) and Steve (right), who write games, not to be confused with the Aphex Twins who are a modern beat combo.



Mayhem – he can move, he can groove, he can even collide with things now.

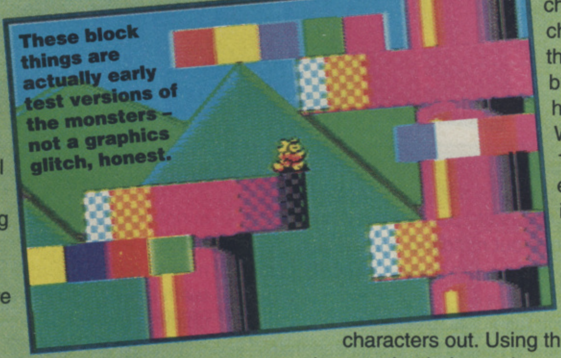
bug has jumped straight to the top of my 'must fix at a later stage' list, which loosely translates as the 'I'm too lazy to fix it now' list.

STEVE After a quite easy and, dare I say it, brilliant (there I said it!) conversion of the happy trees from paper to pixels, along came the task of designing the surrounding scenery. I had a very rough version of what to do left over from last month; the first thing to do was redesign the two layers of mountains and merge them with the characters around the tree tops. The foreground mountains are pink, while the background peaks use our method of colour mixing (see our Def Guide To Graphics in issue 28) to make a sort of hazy shade of pinky light blue.

While I was sketching ideas for the Spotty level, I came up with some rather funky plants, which unfortunately couldn't be included in Spottyland owing to ever-decreasing graphic memory. Instead, I'm using this plant as a basis for the whole new level.

WEEK THREE

JOHN Now I've got my monsters on-screen, the animation and movement routines have to be added next. I'm using the ones from *Creatures*, modifying them to suit *Mayhem*. So as I burned the midnight oil, I transferred the routines across, changing a MASSIVE amount of variables as I went. The only problem is that the routines take up oodles of processing time as they perform loads of functions. *Mayhem* won't need most of them, so I'll have to rip them out at a later date. Ho hum.



These block things are actually early test versions of the monsters – not a graphics glitch, honest.

Going back to my in-game music code, I had to modify it slightly to make it situation-sensitive. This will enable the in-game music to change subtly depending on Mayhem's position in each land. For example, if Mayhem's in a gloomy cave the music should be scary and echoey. As soon as Mayhem leaves the caves and enters a daylight area with happy trees, the music will change to a jolly little ditty – suitable for a cute baby dinosaur collecting magic stars. To keep the presentation slick, any interactive music changes will avoid any obvious changes in tempo.

STEVE Most of the levels I've designed have had two main sections (and I don't mean the happy/sad bits). For example, in Pipeland the majority of the level has a cyan sky and colourful pipes, but some of the level is set in a 'brick castle' section. For the Spotty level I'm thinking of adding a 'big bush' area that gets darker as you venture deeper into the forest. (As for Cherryland, I have lots of new ideas to include, so this level may not have a dark section).

I reckon these areas in the middle of each level will add variety and not just in terms of the way they look. They'll require less 'charging up slopes' and more joystick dexterity as you have to leap around platforms – maybe a type of Skyland with lots of clouds to jump through...? Hmm, now that's a thought!

WEEK FOUR

JOHN I took a break from the game for a couple of days this week to write a few utilities for Steve. These include character checkers and character/block checkers. A character checker lets Steve load in a near-finished character set, then checks for any character that has the same definition as another (repeats basically). If any are found, Steve can take out the duplicates and put in some new graphics. The character/block checker checks through all the blocks Steve has designed. With about 150 blocks, each containing 16 characters, he could accidentally miss some characters out. Using the checker he can make sure that he's used every character. Both utilities are aimed at saving memory.

I've decided that the interactive music will only appear in the Happy version of each level, as we'll be running short on memory very soon. The Sad version only needs to be sad anyway, so I've adjusted my code to take this into account. The stars will only appear if you're in Happy mode as well. This means that my monster routines have been put on the back burner for a while...

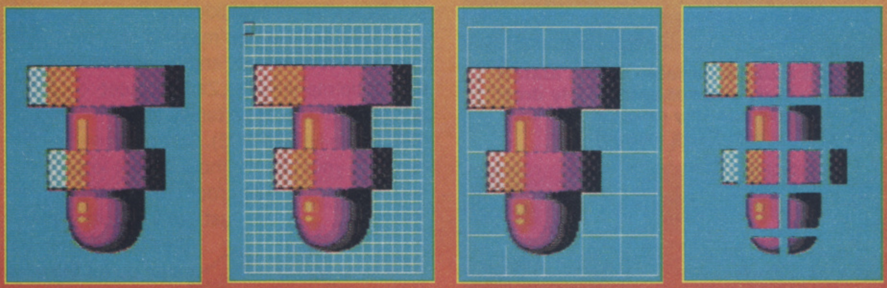
STEVE While creating the Spotty level's trees, using the priority function (which make Mayhem go behind certain colours), I stumbled across a weird-looking effect that I reckon I could use on some other levels. When I made Mayhem walk behind a particular chequered green and cyan character – cyan being the background colour and green being the character colour – it looked like he was wading about in some sludgy water.

If we put this effect in the game, we could slow down the player movement to give the effect of resistance. I might even design a whole new level around this neat little effect, although there may be a problem with playability; if you spend most of the level running around in this goo, it may seem a bit frustrating compared to the speed you charge around at on other levels. We really need to experiment with the level design to get the balance right.

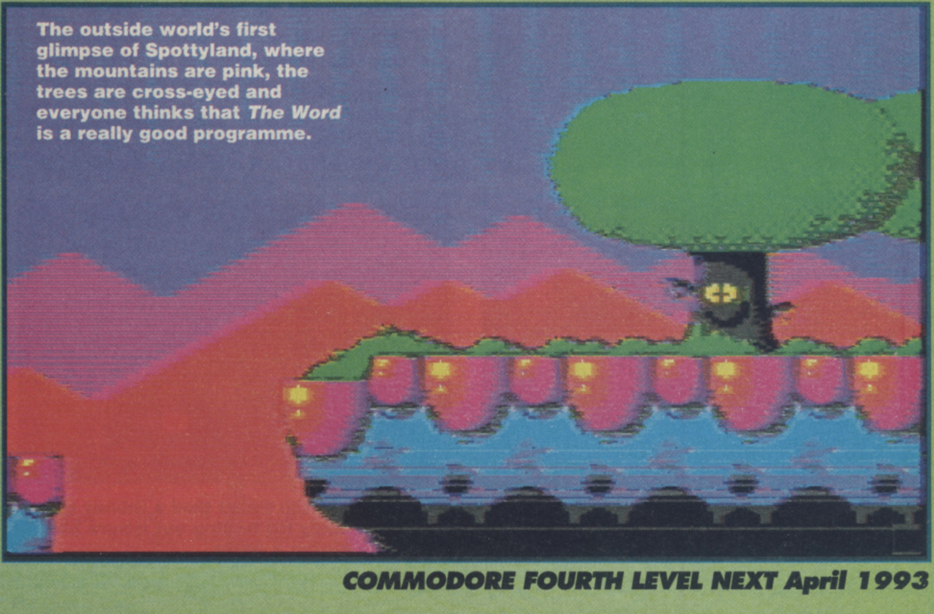
MORE MAYHEM NEXT MONTH...

NEW BOYZ ON THE BLOCK

You might have noticed that we keep referring to the fact that we use 'blocks' to create each level (and if you didn't, then take it from us, we do). These comprise 16 characters arranged in a 4x4 grid. This system lets us build our maps from block numbers instead of character numbers. With each screen of 40x24 characters a standard map would take up about a 1,000 bytes of memory (almost 1K). However, using blocks we can store a screen in roughly 60 bytes. With the average level being about 25 screens long, it's obvious that the use of blocks can save a considerable amount of memory.



The levels are stored in blocks of 4x4 characters which saves a lot of memory. And that'is better for us, better for you and better for the environment (er, probably...)



The outside world's first glimpse of Spottyland, where the mountains are pink, the trees are cross-eyed and everyone thinks that *The Word* is a really good programme.

TABLE TENNIS

Japan may not have been where it was invented, but table tennis is almost the ultimate Japanese sport. It's a miniaturised, faster more intense version of the original, and those nippy Nipponese excel at it. They've transformed it from the sort of sport weedy geeks play into a frantic, furious, sports-hall-spanning, sweat-inducing slog-out.

By a strange coincidence, the Japanese are also the masters of microchip technology, and the latest microchip marvel from Zeppelin just happens to be a table tennis sim (desperate link # 7,902). So now you can ping your pong without having to paint the dining room table green.

Just got a couple of minutes to fill? Then you can go for the single game option. But if you've got an evening to spare and a few mates around then you can battle it out in a tournament. Did I say a few mates? Sure did. *Table Tennis* doesn't just offer you a two-player option. It doesn't just offer you a three-player option. It doesn't just offer you a four… (*Get on with it! – Ed*). Nope, up to eight people can compete in a series of knock-out matches. If there are less than eight of you then the computer controls the players left over.

The game is faithful to rules of real table tennis. Each player serves for five points and then the serve passes to the opponent. You score whenever you win a rally, not just when you're serving (which is fair enough after you've put in all that effort). The winner is the first to score 21 unless both players reach 20 in which case service alternates with each point and the winner is the first to get two clear points in the lead. Matches are played on a best of three basis.

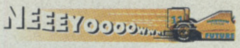
Way back in the overcast and drizzly low-lying clouds of time (about 1978) the first video game arcade smash was a primitive affair call *Pong* which basically consisted of two bats hitting a white blob back and forth. Spookily, 'pong' is half of what table tennis is also known as, and Zeppelin's *Table Tennis* really isn't much of development from *Pong*.

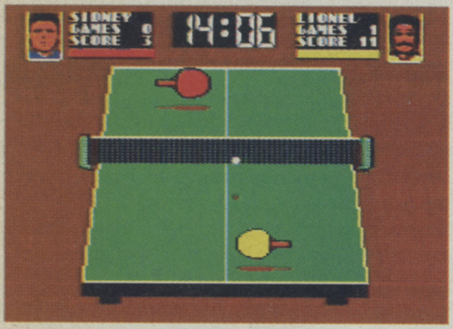
You have more control over where you serve from and the bat can be moved forward and backwards as opposed to just from side to side, but that's about it. Move the bat in the path of the ball and it's returned automatically. You can control the ball insofar as trying to keep it on the table, but it's virtually impossible to place it with any accuracy – basically, you just hit it and hope.

The graphics are functional if hardly inspired, though the hand that appears when you serve is a nifty touch. You can set both the speed of the ball and the skill level of the computer, but I don't think it'll be long before you have to set them both to maximum if you want a half-decent challenge.

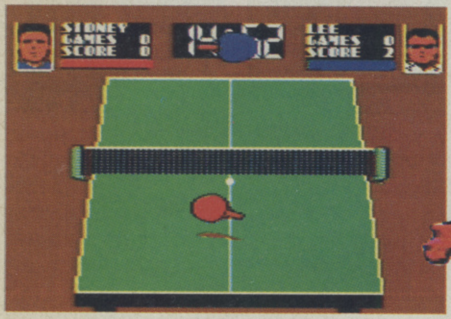
Okay, so in the originality stakes *Table Tennis* is down there with Hale and Pace's scriptwriters, but the load is short enough to make it worthwhile having the occasional 10 minute bash at. But if you want to get your teeth into something this ain't going to dentally challenge you.

DAVE

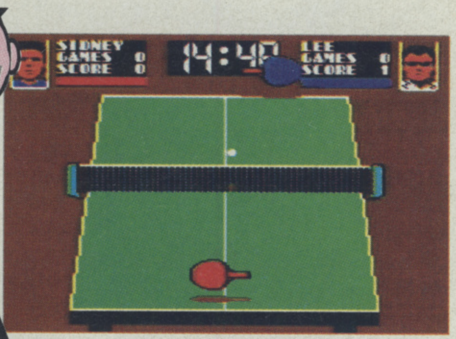




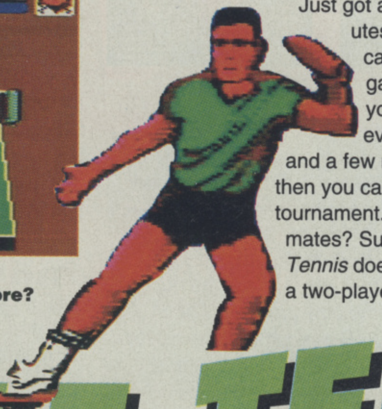
This might look like a table tennis match but it is, in fact, a Cro-Magnon early draft for what would one day develop into the mystical Ying and Yang symbol.



Moving in for that killing shot – now, where did I put that twelve-bore?



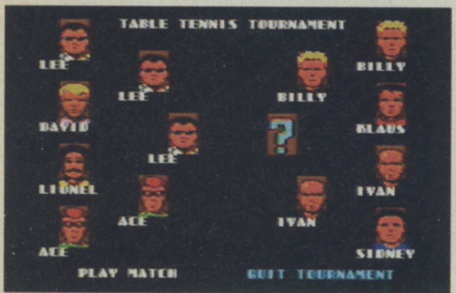
Oh i say. A searing ace there from the invisible man left the invisible man standing (actually, he could be sitting – it's difficult to tell for sure.)



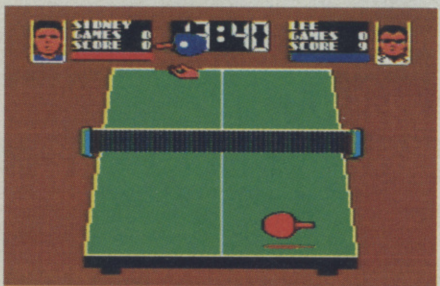
SOUNDS LIKE A GOOD SPORT

Ping pong is a much better name than table tennis, because it's just so descriptive. Here are a few other sports that would benefit from onomatopoeic names:

- **Thud thud thud burp – Darts**
- **Kadoing – Archery**
- **Zzzzzzzzzzzz clap – Cricket**
- **Neeeeeeeeoooooooooowwwwwww – motor racing**
- **Hiya – Karate**
- **Whistle thump whistle – American Football**
- **Plink Plink Fizz – Snooker (when Alex Higgins is playing).**



Eight men started out, only one will survive the ordeal of selection – just who will be picked to take part in *Blind Date*?



The invisible man found that a rubber glove was very handy for finding out where his hand was during a serve.

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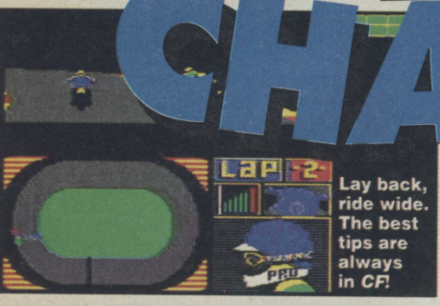
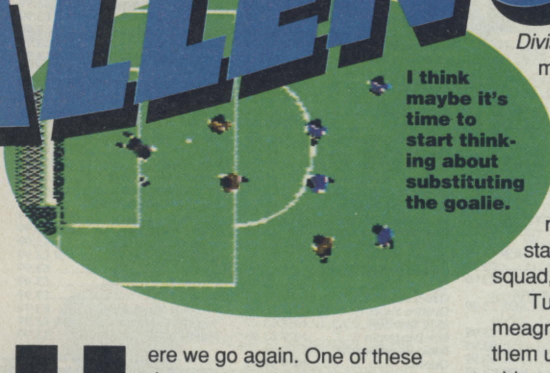
COMPILATIONS SPECIAL

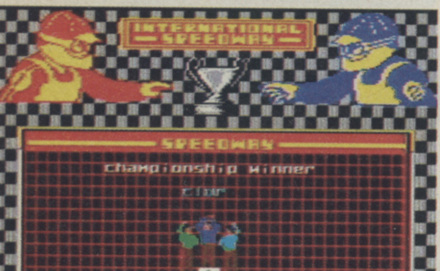
SUPER SPORTS CHALLENGE



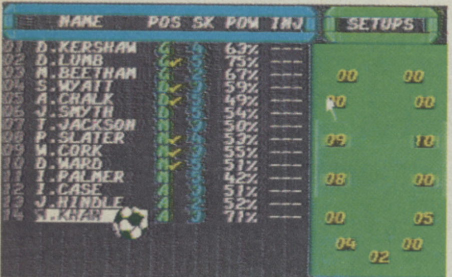
Lay back, ride wide. The best tips are always in *CF*!



I think maybe it's time to start thinking about substituting the goalie.



Dig the subtle 'chequered flag' imagery. Anyway, Blue wins yet again and we're off to the World Championship next.



	NAME	POS	SK	POW	INJ
01	D.KERSHAW	G	4	63%	----
02	D.LUMB	G✓	5	75%	----
03	M.BEETHAM	G	2	67%	----
04	S.WYATT	D✓	3	59%	----
05	A.CHALK	D✓	5	49%	----
06	J.SMYTH	D	5	54%	----
07	T.JACKSON	M	3	50%	----
08	P.SLATER	M✓	4	53%	----
09	W.CORK	M✓	3	55%	----
10	D.WARD	M✓	5	51%	----
11	I.PALMER	M	3	42%	----
12	I.CASE	A	3	51%	----
13	J.HINDLE	A	2	52%	----
14	M.KHAN	A	3	71%	----

Who's that player at the bottom? M Khan? Not *the* M Khan? Not *the* M Khan immortalised in graffiti on a London railway bridge? We all know what they say about him.

Here we go again. One of these days we're going to be able to fill a whole issue of *CF* with just compilations. There have been so many of the things released recently that you could be fooled into thinking that the softies are having a good spring clean. The latest features various Codies sports games, and one of them, *Cueboy*, is brand new.

Slicks is a bit like *Carnage* (which was reviewed last issue) in that it's an overhead-viewed motor racing game. But unlike *Carnage*, your car is at all times in the centre of the screen while the scenery scrolls by. There's a fab two-player mode that's worth buying the game for alone, but there are loads of other great touches that give *Slicks* the edge over your average motor racing game.

Wrestling Super Stars is a pretty bog standard wrestling game. With large sprites and good use of colour it looks pretty, but it's a bit lacking on the gameplay front. To beat your opponent you have to waggle your stick faster than the computer thinks one of the top wrestling stars could waggle his. One of these days a Californian university professor will publish a report on how waggling is good for your health, but until then I'll stick to games that need a little skill to beat rather than just a swift wrist.

Although the next game is called *1st Division Manager* you can actually chose to manage any team in a British league from the Premier to the Third (which is a bit like calling it *2nd Division Manager* if it had been out a couple of years back). You start fresh at the beginning of a season, with a nondescript bunch of players and no games to your name. You then have to start building your team into a cup-winning squad, and there are various ways to do this.

Turn on your (in-game) PC, wince at the meagre talents of your team, and start to train them up. Either that or you can contact the outside world, via a cute-looking girly on the other end of the phone. She'll arrange a bank loan for you, buy a player or sell one of yours – versatile little miss (*makes you wonder what she does with the players she buys! – Ed*). *1st Division Manager* looks luvverly but plays slowly and without any real kick. All it needs is a bit of tightening up – buying a player is particularly tedious – and some more options. You've got to have a lot of patience to be able to progress.

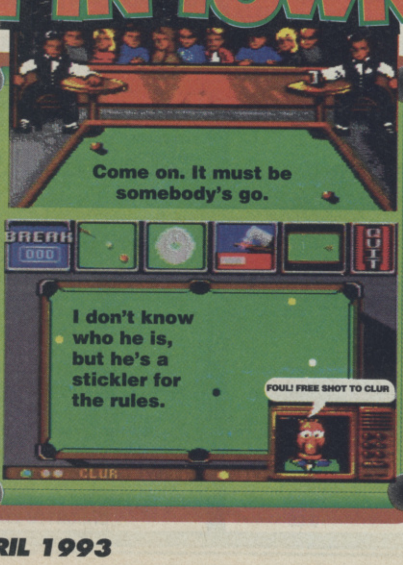
International Speedway's not quite like taking a Harley across America; it's more like go-karting around your driveway. You race around a simple oval circuit, against four simple opponents. The main problem is that it's just too easy. On top of that every race feels exactly the same as the last – the names of your opponents and the tracks change, but that's about it. Admittedly it feels good at first but after a few goes you'll be as bored as a pyromaniac in a swimming pool.

CLUR

SUPER SPORT CHALLENGE
CODEMASTERS ☎ 0926 814132 ●
CASSETTE ● £12.99 ● OUT NOW

THE CUE BOY IN TOWN

Cueboy is the newest game in the collection, so new, in fact, it hasn't been released before. It's a pool simulator viewed from where you'd normally put one of those big rectangular light things (*you mean from above? – Ed*). Occasionally, the movement of the balls suggests that the table is suffering from subsidence or that you're playing in the middle of an earthquake. But most of the time it does its job fairly well. The graphics aren't overly impressive but then in real life a baize-covered table and a few balls hardly rates on the visual excitement scale. An average sim.



Come on. It must be somebody's go.

I don't know who he is, but he's a stickler for the rules.

POWER RATING

100
90
80
73
60
50
40
30
20

UPPERS

- ***Slicks*.**
- **Two-player mode on most of the games.**
- ***Cue Boy* has never been released before.**

- ***International Speedway*.**
- **Unless you're a sports sim fan there's nothing to get too excited about in the pack.**

DOWNERS

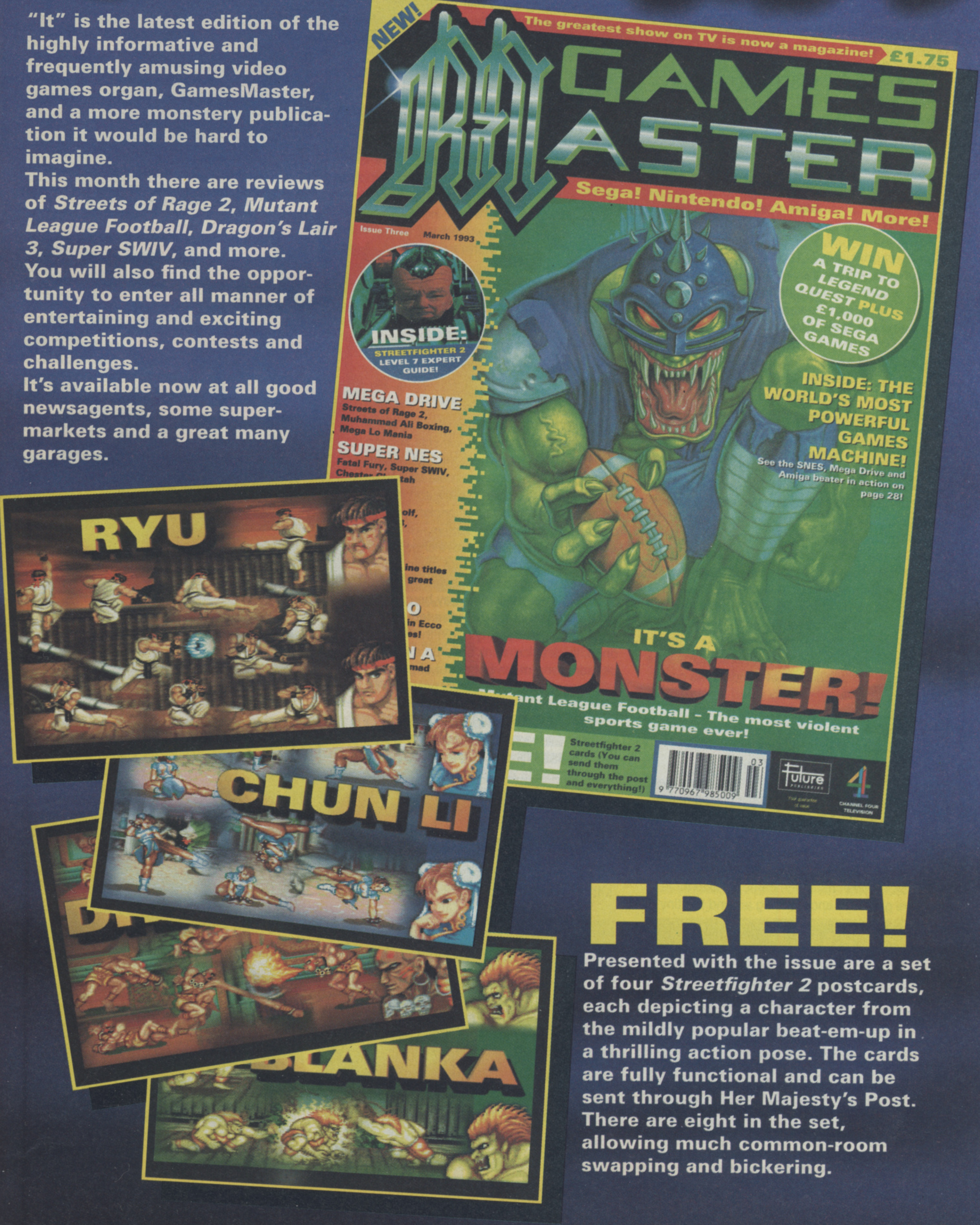
ITS A MONSTER!

"It" is the latest edition of the highly informative and frequently amusing video games organ, GamesMaster, and a more monstery publication it would be hard to imagine.

This month there are reviews of *Streets of Rage 2, Mutant League Football, Dragon's Lair 3, Super SWIV*, and more.

You will also find the opportunity to enter all manner of entertaining and exciting competitions, contests and challenges.

It's available now at all good newsagents, some supermarkets and a great many garages.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Mutant League Football - The most violent sports game ever!
Streetfighter 2 cards (You can send them through the post and everything!)
Future
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RYU
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FREE!

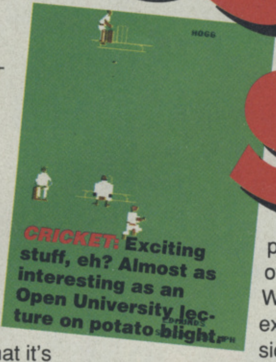
Presented with the issue are a set of four *Streetfighter 2* postcards, each depicting a character from the mildly popular beat-em-up in a thrilling action pose. The cards are fully functional and can be sent through Her Majesty's Post. There are eight in the set, allowing much common-room swapping and bickering.

4 MOST SUPER SPORTS

COMPILATIONS SPECIAL

When you're down on your luck, money's too tight to mention and you have to dig deep, deep down to reach that brass in pocket, what you need for kicks, failing a trip down Route 66*, is a tape with four games on it for the measly price of £3.99. Alternative have been catering for the penniless masses with its *4 Most* series for a while now and the latest bargain wonder is *4 Most Super Sports*.

The first game on the pack is a one-on-one basket ball sim – you know, the sort of thing American boys play in tacky teen movies where they're battling it out for the only girl in high school who isn't wearing braces on her teeth. *Basket Master* is pretty basic, with a tiny court and an unfathomable control system but there are some nifty touches such as close-up replays when a player slam dunks the ball and luvverly big sprites. The main problem is that it's sometimes difficult to tell who's got the ball, without having to avert your eyes to the status panels at the bottom of the screen.


CRICKET: Exciting stuff, eh? Almost as interesting as an Open University lecture on potato blight.

Kentucky Racing is based on one of the most surreal games on earth. It's a one- or two-player conversion of a classic fairground sideshow entertainment in which you have to move your horse along a track by throwing balls into holes in a sloping table. Certain high-scoring holes make the horse move further along, the objective being to get your horse across the winning line first. You've got to admit, as concepts go it's in the seriously weird league.

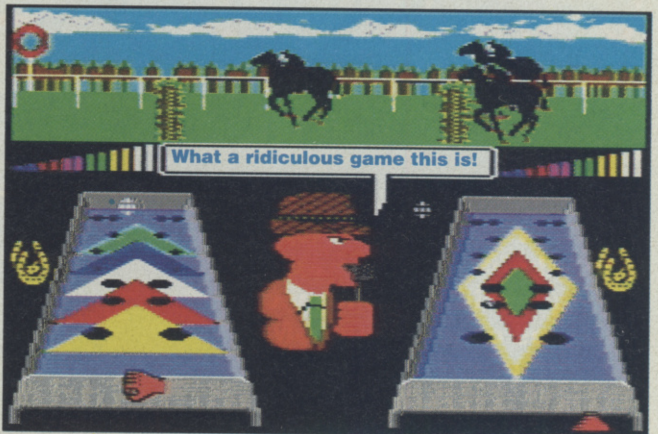
It's fun at first but so repetitive that your brain'll be wearier than a very weary thing halfway through a nine-mile jog around Milton Keynes after just a couple of goes.

The C64 has been awash with so many overhead racing games recently that a driving game has to be stunning to impress me nowadays. *Championship Sprint* isn't and doesn't. Okay, the track editing option is excellent and very flexible, but I was sent to sleep by the driving bits, which, after all, are the crux of the game. One to three players get the chance to chug around the tiny weeny tracks in teeny weeny cars with no sense of speed, panic or excitement.

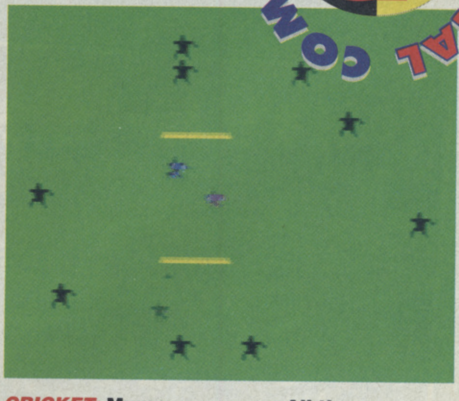
There's nothing I enjoy more than a lazy Sunday afternoon on the village green, watching a spot of cricket, clapping every half hour or so when something actually happens (*do I detect just a hint of sarcasm there? – Ed*). Let's face it, cricket is like slow-motion baseball and *Cricket International* doesn't exactly make it any livelier; the ball moves at the pace of an arthritic snail. When you're batting you don't exactly have to make split second decisions about where you're going to whack the ball – there's almost time to get out your compass and set square and plot a course for it. While it's not bad as cricket sims go – the controls are weird but effective – it's still about as exciting as watching Dave chew his fingernails. And the graphics were obviously designed during the artist's minimalist period.

4 Most Super Sports may be cheap, but before you part with those four pounds (to get a penny back) think once, think twice, think save up a little bit more for a much better set of games.

CLUR

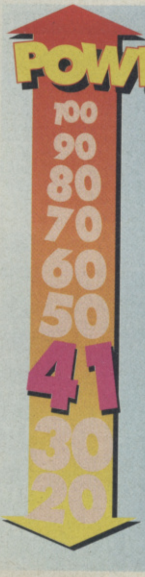


KENTUCKY RACING: Full power and a smidgen to the right should do it. Nope, I still can't hit that bloke in the middle worse luck.


CRICKET: Mummy, mummy. All those people look just like ants from up here.

4 MOST SUPER SPORTS
ALTERNATIVE ☎ 0977 797777
CASSETTE • £3.99 • OUT NOW

POWER RATING

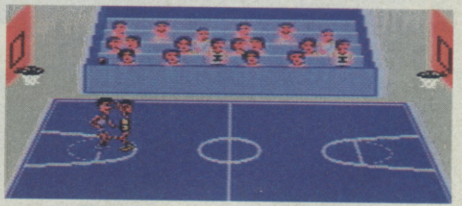


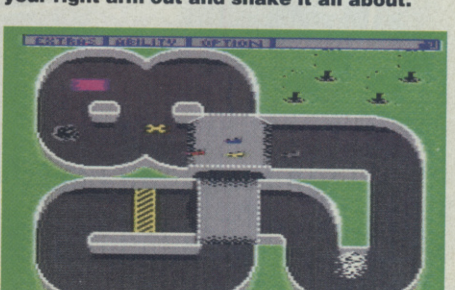
UPPERS

- Dirt cheap for four complete games.
- The, er, wrist action in *Kentucky Racing* is worth seeing for a laugh.

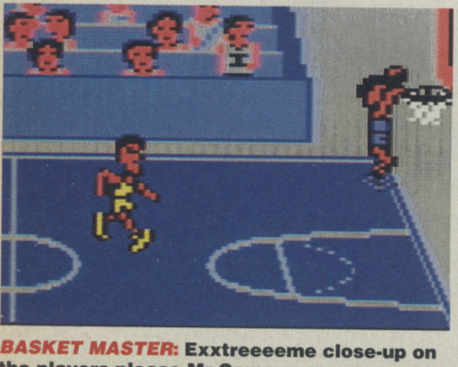
- The cricket sim is even more boring than the real sport.
- Formula 1? More like Isle of Wight go-karting.
- Even the grabs on the sleeve are dull.

DOWNERS


BASKET MASTER: Put your right arm in, your right arm out and shake it all about.



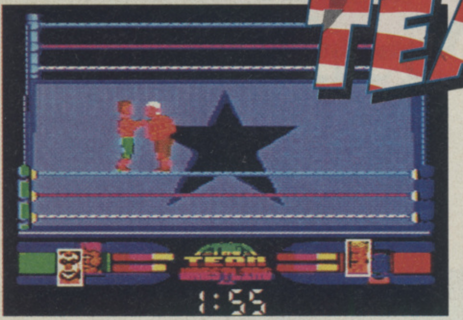
CHAMP SPRINT: Time for a quick 'spot the cars' compo. They are on there, honest!


BASKET MASTER: Exxtreeeeme close-up on the players please Mr Cameraman.

---

* Now we know what happened to Ollie's Guiness Book of Hit Singles. Clur's gone and swallowed it – Ed.

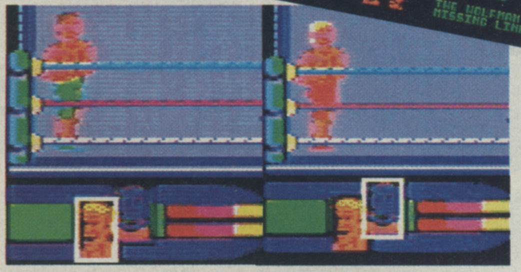
AMERICAN TAG TEAM WRESTLING



"Oi, Crusher, I reckon it's about time for that new move we practised the other night."

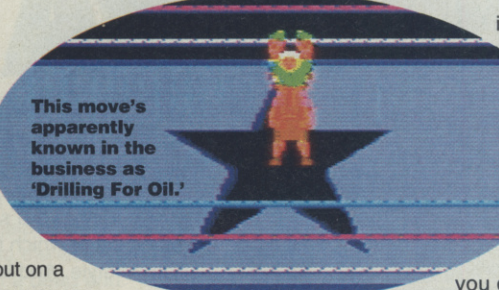
Come on. Be serious. *Tag Team Wrestling*? What next? *Women's International Soccer*? *Formula 3 Grand Prix*? *Wimbledon Mixed Pairs*? *Table Tennis*? (*Erm, well… Ed*). The idea behind *Tag Team Wrestling* is like something you'd expect to find as extra feature on a standard wrestling game; you control a pair of wrestlers, swapping between them as you feel like it (when the one in the ring is knackered seems a good time; you always get the best tips in *CF*). And, er, that's it. Basically, it's just another wrestling game.

Okay, the concept might not be in the Theory Of Relativity league, so how does it fare against the other wrestling games in the market? Let's see what it has to offer. Seconds out, round one.



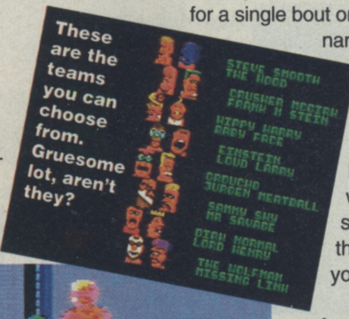
This is the amazing new feature that makes *Tag Team Wrestling* exciting and different– swapping your wrestlers. Hang on a minute! It's the same bloke – he's just put on new shorts and a silly wig!

Well, for a start none of the wrestlers are based on real characters but with names like Jurgen Meatball, Baby Face and Missing Link they're true to the spirit of the sport. The mug shots of the wrestlers are suitably cartoony as well, if a bit small. There are options for one- or two-player matches, the two-player mode being a good place to practise moves, because your opponent won't fight back.



This move's apparently known in the business as 'Drilling For Oil.'

Matches can be set to two, three, four or five minutes per round, though all matches are slugged out on a best of three basis. However, you can choose whether you want to get pummelled for a single bout or a whole tournament. And if you want an on-screen explanation of what you have to do with the joystick to achieve the moves, you've got it.



These are the teams you can choose from. Gruesome lot, aren't they?

STEVE SMOOTH
THE HOOD

CRUSHER MCCIAH
FRANK N STEIN

HIPPY HAPPY
BABY FACE

EINSTEIN
LOUD LARRY

GROUCHO
JURGEN MEATBALL

SAMMY SHY
MR SAVAGE

DIAN NORMAL
LORD HENRY

THE WOLFMAN
MISSING LINK

So you're faced with more options than an aardvark at an ant convention, but what about the bouts? Ah, that's where the problems start. The Zeps have made a brave attempt at introducing a less waggle-like-mad-and-hope-type control system but, frankly, it's clumsy. Most moves involve holding down Fire, moving the stick then letting go of Fire. Okay, this isn't too much hassle, but it does make each move a three-parter which can be awkward.

Worse are the tussles. When two wrestlers get close enough they grab each other. After a couple of seconds an indicator appears on-screen; the first player to hit fire wins and slams their opponent to the floor. Fair enough, but there are two problems. First, the computer cheats – it's impossible to beat unless you try to guess when the indicator is going to appear. Second, if you hit fire before the indicator appears your controls are frozen which is downright annoying if you were in the middle of a move (in other words,you were holding down the fire button) when you go into a tussle.

And while the general presentation is good the graphics during the bouts are pretty grim. The sprites in particular are hopeless and don't look anything like their mug shots.

Played against the computer, *Tag Team*'s pretty grim. But in two-player mode, when you and a mate both have to struggle with the control system, at least the odds are evened up a bit.

DAVE

AMERICAN TAG TEAM WRESTLING
ZEPPELIN ☎ 091 385 7755
CASSETTE ● £3.99 ● OUT NOW

POWER RATING

100
90
80
70
60
57
40
30
20

UPPERS

- **Lots of options.**
- **The presentation is generally pretty stylish.**
- **Two-player mode is a real laugh (though not always intentionally).**

- **The graphics during the bouts are dismal.**
- **The control system is a contradiction in terms.**
- **The computer cheats.**

DOWNERS

IT TAKES TWO…

THE GREEN HORNET ANNUAL

A few superhero sidekicks you may have forgotten about (or probably never knew about in the first place)…

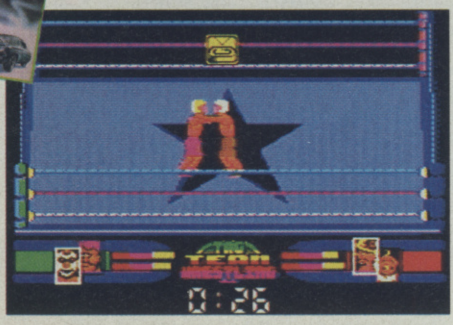
KATO – The Green Hornet's faithful companion. When the Horn (as his mates called him) fell foul of some fly paper, Kato formed a new partnership with some french detective.

SPOT – A cool cat who was the real brains behind Hong Kong Phooey. He was stripy.

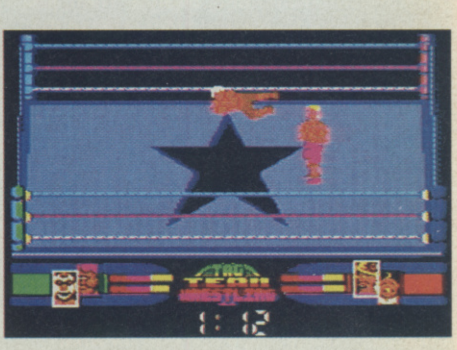
WOOZY WICKS – Probably more forgotten than most 'cos no-one even remembers his partner – Plastic Man. (*I do! – Ollie.*)

KID FLASH – Er, a bit obvious this one.

BOY – Imaginatively-named, sick-inducing kid-brat sidekick to Weissmuller's *Tarzan*.



The yellow indicator's appeared! Quick! Hit fire before your opponent to win the grapple.

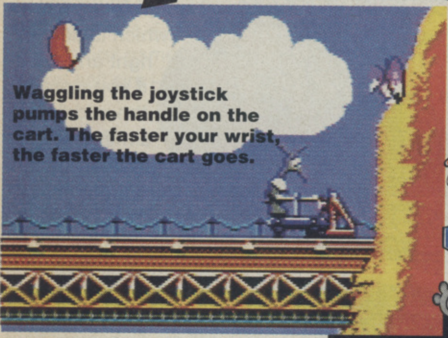


Nope, he's not taking a nap up there at the top there. He's taking a flying leap.

NOBBY THE AARDVARK

It's a Corker

NOBBY THE AARDVARK
THALAMUS ☎ 0494 474713 ● CASS £9.99 ● DISK £14.99 ● DUE IN APRIL


Waggling the joystick pumps the handle on the cart. The faster your wrist, the faster the cart goes.

Thalamus have some good and bad news. The good news is that they've finally released this fabulous game. The bad news is that they've also dropped the price by two quid! (*Excuse me, but isn't this good news? – Ed*) Ah, yes, what a barg!

Nobby The Aardvark is a large platformer with puzzle games, underwater dodging bits and whizz-along in-a-trolley sections thrown in to boot. Every game has an 'excuse for being', nominally called 'the plot'. The story be- hind Nobby's journey is revealed to you in a brilliant (and skipable) intro section, with loads of luvverly animations.

The game echoes this quality, as crammed in here are six finely-balanced levels, each of which has its own particular game style. And it's great to look at, too, with the whole affair oozing console cuteness. *Nobby the Aardvark* is the kind of game that C64 owners deserve. Instead of whinging on about the restrictions of the 8-bit architecture, the programmers should get off their bums and do more stuff like this. The game is eminently playable and packed with original ideas. It has certainly been worth the wait.

CLUR

Didn't I see you in *Return of the Jedi*?

POWER RATING

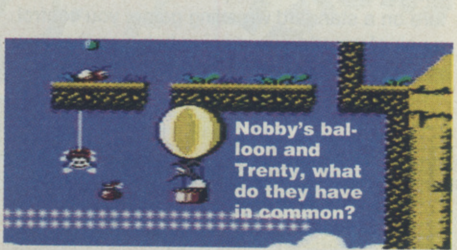
96

UPPERS

- **Brilliant cartoony style graphics.**
- **Flawless collision detection.**
- **Loads of variety in loads of levels.**
- **Brilliant bounce-along music.**
- **It's fab, basically**

- **Bitty and pretty big multi-load.**

DOWNERS


Nobby's balloon and Trenty, what do they have in common?

PAST MASTERS

FIRST SAMURAI

It's a Corker!

Well, it all started off as a bit of a joke, really. John Twiddy of the Vivid Image team had programmed *Last Ninja 1* and *2* for System 3. So when he and some of his mates started up Vivid Image the name *First Samurai* was just a working name to wind up his previous employers. The name stuck and two years later the purple-trousered warrior appeared. Then, just when the game was ready for release the publishers sank without trace. Which left Viv' with a Corker and no one to sell it.

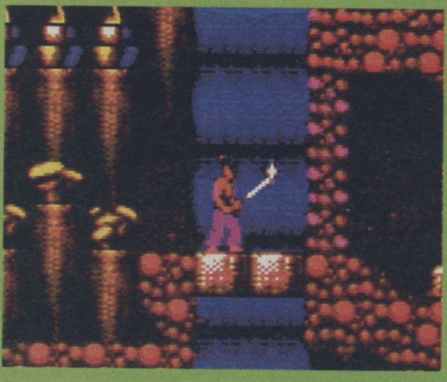
Earlier this year UBI Soft won the rights to distribute *First Samurai*. And so, at long last, after years of hanging around, this brilliantly playable beat-'em-up-arcade-adventure-style-thingy is in the shops.

The game's set in a future at a time a Daemon King has taken over the role of being the nastiest person in the universe. A young Samurai, who's the sole survivor of one particularly nasty episode (*of what? Baywatch? – Dave*) sets out on the vengeance trail. That's you that is, and all you have to defend yourself with is a magic sword and a weirdy floaty wizard.

At the start you're completely unarmed, apart from your, "certified lethal to bats" chops, sweeps and jumps. Kill enough bats and you'll get a sword. Let the nasty things get you and you'll lose your sword and eventually a life.

It's difficult to describe how fab this game is. Despite being three years old by now it still puts any *Street Fighter* of this world to shame. It's stunning.

CLUR


Does he or doesn't he use UltraBrite™ sword polish to get that extra shine?

FIRST SAMURAI
UBI SOFT ☎ 081 343 9055 ● CASS £10.99 ● DISK £15.99 ● OUT NOW

POWER RATING

96

UPPERS

- **More massive than a particularly big pregnant elephant.**
- **Passwords on the disk version.**
- **Gorgeous backgrounds and sprites.**
- **Smoother-than-smooth scrolling.**

- **No in-game music only spiffy Fx.**

DOWNERS

SNARE

Here at *CF* we try to uphold the belief that all our readers carefully peruse the magazine all the way through before ripping off the cover tape and shoving it in their datassettes. We are, we admit, deluding ourselves. We know that not so deep down most of you lot are normal, impatient people like us, and rip the Power Pack off as soon as you get the issue and read the mag later on the loo. So you've probably played through the demo of *Snare* on this month's Power Pack already.

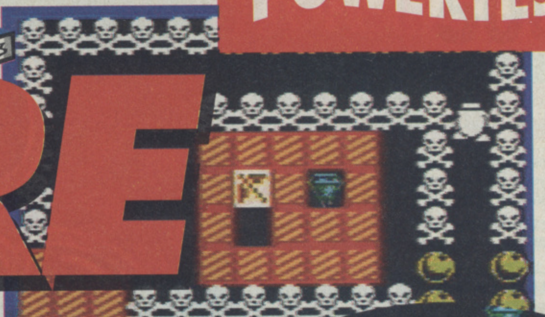
But that's just one sixth of the full game! The full game consists of 30 similar, but increasingly tougher levels; 30 levels of bombing, collecting gems and figuring out the logic behind each screen's particular puzzle. You can usually find a couple of ways to collect all the gems on a screen, but there are a few levels that can only be solved in one way. 'Look before you leap' seems to be the moral in this game – don't get trapped between a pin and a sharp thing if you can help it. What looks to be the easiest route is often a dead end.

On some levels losing a life or two is almost inevitable the first time you play. Y'see, there are objects lying that will either do you some good, or have a seriously detrimental effect. Unfortunately, you can't tell which is which until you activate them. For example, a clock may add valuable seconds to the time limit, but it may also take the clock down to zero and release hordes of hero-munching monsters.

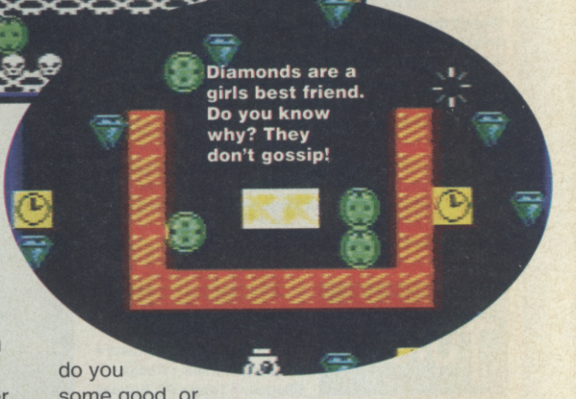
This initial element of luck, though, rapidly turns into a test of memory, because the good and bad thingies stay in the same positions each time you play. So what at first appears to be a basic puzzle game eventually develops into a complex logic test.

There have been so many puzzle games in the 64's history that something has to have an amazingly original twist to stand out from the crowd. *Snare* doesn't. It's an enjoyable romp and should keep you occupied long enough to make your £3.99 worthwhile, but the label on the cassette is in no great danger of wearing off.

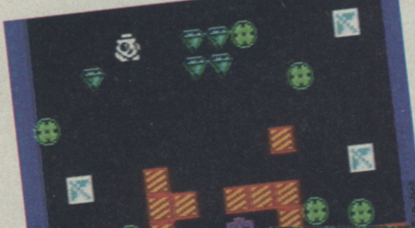
CLUR



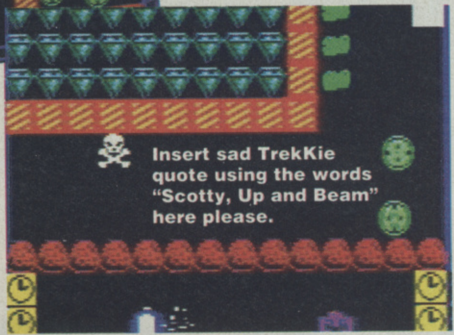
Gothy or what?! With all these skulls around it looks like the Sisters of Mercy annual reunion!



Diamonds are a girls best friend. Do you know why? They don't gossip!



Uh oh, they're loose and they're in an ugly mood!



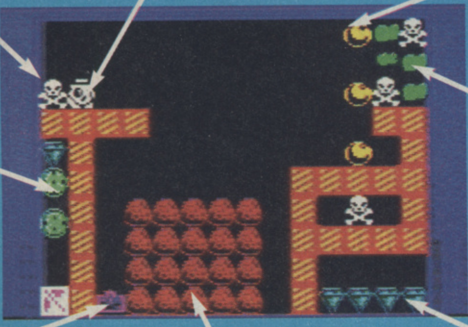
Insert sad TrekKie quote using the words "Scotty, Up and Beam" here please.

BONES, BOMBS AND BLUE THINGS

SKULL – Push against these and press fire to activate them at which point, they turn into bombs with their very short fuses.

YOU – This is you believe it or not. I can't quite work out what you're supposed to be, but I do know that you can't walk diagonally, you can only go up, down, left or right.

BOMB – When these explode they'll take every thing with in a three block radius with them. So make sure you're well out of the way when it goes off (and any bombs or skulls that the blast will set off, because you can get some petty spectacular chain reactions).



GREEN BUTTONS – The green meanies will follow your movements if you're in range. Keep them trapped in a confined space if you can.

GREEN BLOBS These pulsating blobs multiply faster than the really randy rabbit. You can't destroy them and they can't take one of your lives but they can trap you in a corner.

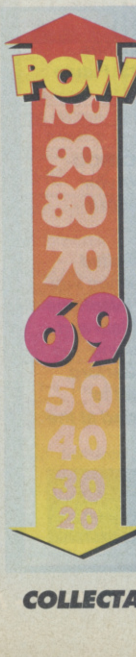
DETONATOR – For each detonator there is a stick of dynamite hidden in a wall somewhere on the level. Whether the blast reveals some gems or some monsters is a chance you have to take.

STRAWBERRY – Each of these you collect will add 100 points to your score. If you're one gem short of an eternity ring try looking under them – they might be hiding something precious.

GEM – The number of gems you have left to collected is displayed in the bottom right hand corner of the screen. You have to collect all the gems on a screen to finish that level.

SNARE
BEYOND BELIEF ☎ 0933 680173
CASSETTE ● £3.99 ● DUE IN APRIL

POWER RATING



UPPERS

- 30 levels of increasingly tricky puzzles.
- Bold, know-what-you're doing graphics.
- Tight time limits on some levels can make the action pretty hectic.

- Too much guesswork involved to be a make it classic puzzler.
- It's not varied enough.

DOWNERS

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ABC 60,045 Jan-Jun '92
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NEXT MONTH

THING IN THE SPRING

With the fields gambolling in the lambs, the wings on the birds and blooming flowers everywhere you know it's springtime. The season when everything crawls out of Winter hibernation and says "what the heck was I drinking last night... "

On April the 26th *CF* will be full of the joys of Spring too, as we welcome you to our glorious May issue. As fresh as a daisy and twice as fresh as an unfresh buttercup, we'll have a bunch of the very latest games in for review, more previews than a field full of new things that nobody's heard about yet, top class techie tips and the whole thing will be supported by a very special covertape Power Pack.

*CF*32's covertape threatens to be one of the best tapes ever seen on the front of any magazine anywhere, ever. First we've an exclusive demo of *Lemmings*, the long awaited puzzle-'em-up.

For the more technically minded we've got a brilliant Sprite Editor called *FROST*. For full game fans we've dug out *Steel* and the ultra-classic *Thrust*. And then there'll be a few more surprises too, like the Multi-Hack lisiting and 80 ready to go datalines – only that isn't a surprise now, 'cause I've blabbed!

AND THE WINNER IS...

So here they are, in the traditional wrong order, the results of our the latest batch of *Commodore Format*'s Killer Compo's:

*CF*27 Connect 5 – The winner is Stephen Adams of Stoke-On-Trent and the answers were: Kylie sang *Do The Locomotion*; Kevin Costner starred in *Robin Hood, Prince Of Thieves*; Ronald Reagan shares his christian name with the McDonald's clown; Ringo Starr was the narrator of TV's *Thomas the Tank Engine*; and Yul Brynner was the first member of the *Magnificent Seven*, a film based on the *Seven Samurai*!

*CF*29 Connect 5 – The winner is Oliver Gibson of Brentwood and the answers were: *Lemmings* legendarily jump from Cliffs, hence Cliff Richard; The Three Billy Goats Gruff killed a Troll; *Sleepwalker* will raise funds for Comic Relief, a charity supported by Lenny Henry; Alvin Stardust shares his name (Alvin that is, not Stardust) with the star of TV's famous *Chipmunks*; and if you listen closely to a *Smash TV* machine you hear the occasional synthisised voice yell "Total Carnage!".

*CF*29 Ha-Do-Ken Compo – The winner of this one gets a limited edition complete set of enammel *Street Fighter 2* badges. Each badge features a different character and is one of only 30 complete sets ever made! And the, wait for it wait for it, winner is Mark Law of Bilston. Cheers folks. The prizes are in the post!

WRONG NUMBER!

Please DO NOT use the number given for CodeMasters on page 65 of *CF*30 (after the *Smash 16* review). It is WRONG. The correct Codies number is ☎ 0926 814132.

MAG*SAVE

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Please Mister (or Missus) newsagent person, kindly reserve my copy of *Commodore Format* each month, starting with the May issue, on sale from Tuesday the 27th April 1993. Top hole, eh, Jeeves!

MY NAME____________________________

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Commodore Format 32's a collection of classic Commodore cuts and is available now (if it's after the 27th April). To get your copy just fill in the form (left) and hand it to your newsagent. They'll then save you a copy the day the issue comes out. Remember, *Commodore Format 32* is not available in any high street record shops!

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